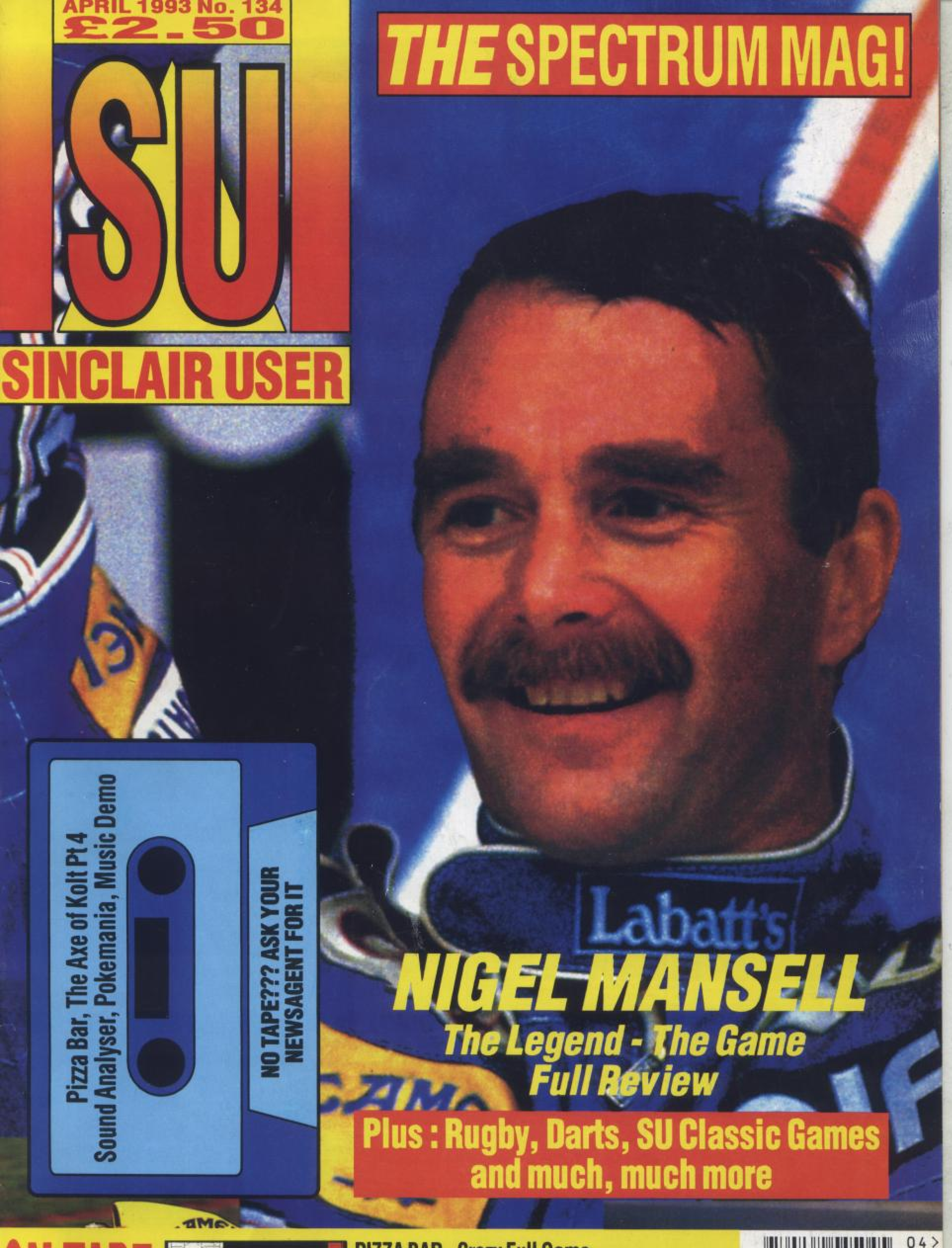
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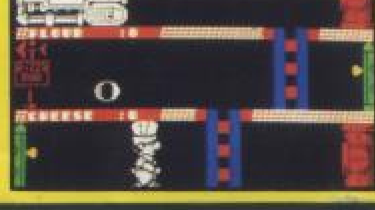
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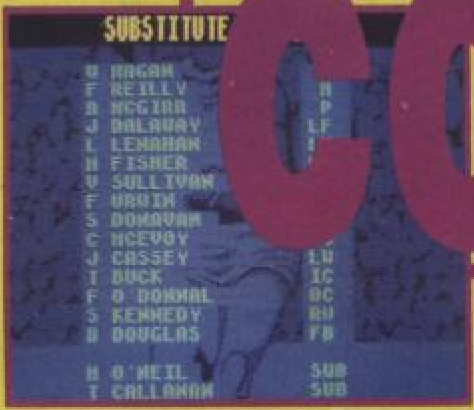
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TAPE RETURN ADDRESS

If you have a faulty tape **DO NOT** return it direct to SU Towers 'cos we **CAN'T** do any thing with it. Return your tape to
Spool Duplication, Unit 30, 1st Avenue, Deeside Industrial Estate, Clywd, CH5 2NV
Uncle Harold's our man there and he'll deal with it.

THE FUN 4

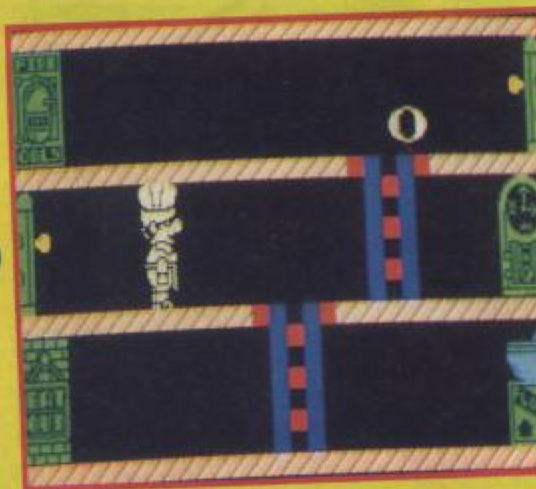
On this month's packed Fun Four you can sample the delights of running a Spectrum Pizza Bar, check your tape head with our Sound Analyser, finish off the superb adventure, Axe of Kolt, get some hints n' tips from Turbo and finally, if you still want more, listen to some rad Speccy tunes...

★★★★★★★★★★★★★★★★★★★★

ANALYSER

Load In 48K MOde

SU's Spectrum Analyser could be just what you needed to find out why some of your tapes aren't loading properly. The concept is simple. Magnetic tapes are read by the head in your tape recorder which passes on the information to the Speccy - be it an external tape machine or an internal one (+2). If the head and tape are out of line then you are not getting a proper signal. This can happen if you use your machine a lot.



The Analyser, by Theo Develegas, has two modes both of which allow you to see what your tape sound 'looks' like using graphic representations. Thus allowing you to make adjustments so that your Speccy is recieving the best quality sound available.

Azimuth adjustment is carried out by turning a screw attached to the tape head. On a +2A this screw is located in a little hole just above the rewind button. Remember, to locate the screw the play button must be 'on'. On other types of tape recorder the azimuth screw may be more difficult to locate. If you have any problems consult a qualified electrician.

OPERATING ANALYSER

First load the Analyser Program, then replace the Fun 4 cassette with the one you are having problems with. Now choose one of the following modes of analysis and start the tape:

Mode 1. Tape Tester: This will show the signal on screen represented by a number of black lines. If these are thin and very broken up then the signal is weak - adjust the azimuth until the lines get fatter and more constant.

Mode 2. Spectrum Analyser: This represents the sound as a number of bar charts, similar to a graphic equaliser.





HELP!

More helpful hints to get you through The Axe Of Kolt, straight from Larry Horsfield, the author. These are the final two parts so you should now be well on the the way to finishing this fine set of adventures. Once again, if you think we've managed to perpetrate the largest body of spelling errors in the history of magazines for the second month running, you're sadly wrong. The answers are in fact in code: So you need only translate and see whichever clue you need and leave the rest a mystery. The key to this code is easy. Just move on from the existing letter in a word to the next in the alphabet to get the correct one ie. DWZLHMD = EXAMINE. Good luck.

PROBLEMS PART 3

1. How do you get past the Xixon patrol in the village:
2. You fall down a shaft and are killed:
3. You're clinging to a rope in total darkness:
4. Have climbed onto a ledge but get nowhere:
5. Can feel an opening to the south:
6. Have reached a rockfall and can go no further:
7. The wagon won't move:
8. Have seen a pickaxe but can't reach it:
9. The wagon moves but crashes on the turntable:
10. The wagon passes the turntable but disappears:
11. Get tipped out of the wagon:
12. Have crossed the cavern but can't stop the wagon:
13. Have crossed the cavern but can't get anywhere:
14. How do you get through the rock-face:
15. Where is the explosive:
16. Where are the tools to make a hole:
17. Have no fuse for the explosive:
18. Have nothing to light the fuse with:
19. Get killed in an explosion:
20. Get buried when roof caves in:
21. How do you do the latter:
22. Killed when you try to open the silver doors:
23. Crushed when you try to open the golden doors:
24. Can't find anything long enough to push open the doors:
25. Can't find a key to open the bronze doors:
26. You find yourself up against a brick wall:
27. Faced by a solid wall of earth:
28. Found a slab of rock:
29. Don't know what to do before

THE AXE

MUSIC DEMO

Load In 48K Mode

More musical mayhem from top Speccyman Theo Develegas. Ten tunes to titillate your ear 'oles. Just another added bonus to the Fun '4' to keep you Speccing round the clock.

Controls

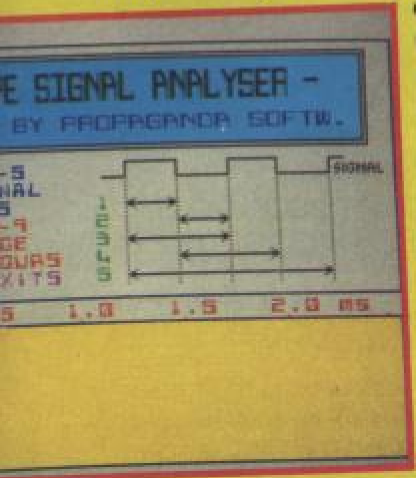
Keys 0 - 9

Different frequencies can be selected by toggling the space bar. The idea is to have the bars rising up as far as possible to get maximum signal effeciveness. To do this you must adjust the azimuth screw.

Most azimuth screws take small Philips head screwdrivers.

NOT ALL tape recorders have an adjustable azimuth facility or easily accessable azimuth screws and some may **NOT** be user servicable at all.

Always be careful when using electrical goods, including tape recorders. SU can not be held responsible for any damage done to individual machines while using this software.



Controls

Load up and follow the menu

1 - Tape Tester

2 - Spectrum Analyser

POKEMANIA

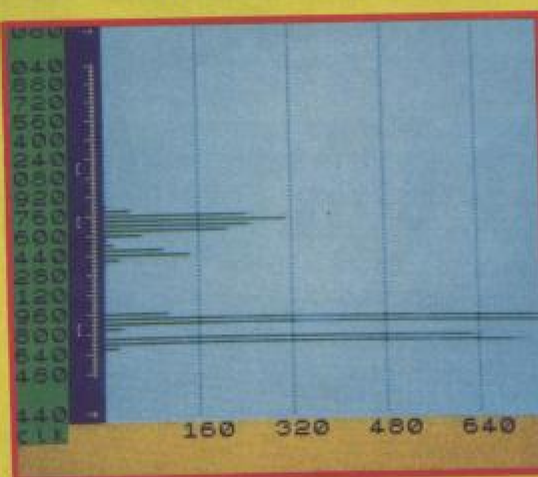
Load In 48K Mode

'Oh what a lovely bunch of POKEy-nuts', I heard Turbo Man Mason singing down the 'phone just the other day, and he wasn't wrong. Load them up and see if these gems can't help you get through your death dealing difficulties. Simply load Pokemania, select the load in poke you want and start loading the game - it couldn't be easier.

PIZZA BAR

Load In 48K Mode

Well hey, itzza da fooda time in SU Magazino. Have you ever dreamt of owning your own Pizza bar? Well now you do. As with any culinary venture you have to look after your customers and this means serving them fast. The object of the game is to throw Pizzas at your customers as they come off the conveyor belt (the pizzas not the customers) but there's



a problem which you'll no doubt notice as soon as you get to the first playing screen... That's right - there are no pizzas. You gotta make 'em yourself!

Do this by searching all the adjoining rooms for ingredients like dough, tomatoes etc. Then, when you find 'em all, go to the oven, bung 'em in and then rush back to the bar where they should start appearing on the conveyor belt - before they get cold!

Good fun, but watch out for the baddies. There's no use croaking it while the customers are waiting!

Controls

Q - up
A - Down **P - Right**
O - Left **M - Fire**

The Axe Of Kolt Part 3

Load In 48K Mode

The final part of the quest. Are you man (or woman) enough to hold onto the Axe and defeat the Xixons and their master for ever? Let's hope so. You can play this game ONLY if you've completed Part 3 and saved your position at the end, re-loading it when the on screen prompt of Part 4 tells you. As usual remember to save every so often while you are playing - you'd never know what lurks around the corner.

Controls

Type in commands such as Go, Examine, Get etc.

OF KOLT

being thrown into a cell:

30. Don't know what object to do the latter with:

SOLUTIONS PART 3

1. NM XNTQ GZMCR ZMC JMDDR!
2. FQZA SGD QNOD SGDM!
3. EDDK ZQNTMC HR VGZS XNT RGNTKC CN HM SGD CZQJ SGDM BKHLA TO NQ CNVM
4. BKHLA CNVM SGD QNOD EHQRS
5. ITLO NQ RVHMK RNTSG
6. EDDK ZQNTMC SVHBD - EDDK VGZS XNT OHBJ TI SGDM VDZQ SGDL
7. DWOKNQD DUDQXVGDQD, DWZLHMD ZMC RDZQBG DUDQXSGHMF - ZKRN KNNJ TMCDQSGHMF ZMC HM UZQHNTR CHQDBSHNMR. RDZQBG SGD QZHKR ZMC SGD SHL ADQR
8. FDS HS VHSG SGD AZQ
9. XNT MDDC Z KDUDQ SN QDZKHFM HS
10. XNT'QD RTOONRDC SN AD HM HS!
11. DWZLHMD SGD ANW SGDM KNNJ TMCDQ SGD VZFNM
12. SGD AQZJD KDUDQ HR LHRRHMF
13. XNT LTRS SZO DZBG QNBJEZBD VHSG SGD BGHRDK NQ SGD GZLLDQ ZNC MNSD SGD RNTMC XNT GDZQ
14. AKNV Z GNKD HM HS VHSG DWOKNRHUD
15. RDZQBG SGD ZKBNUD
16. RDZQBG RNLD QTAAKD SVHBD ZNC SGD QZHKR DZRS NE VGDQD SGD VZFNM VZR
17. RDZQBG RNLD CHQS
18. RDZQBG SGD RDGKE SVHBD
19. GHCD HM SGD ZKBNUD
20. XNT LTRS RTOONQS SGD QNSSDM QNNE ADZLR
21. OQNO SGD SHLADQ TMCDQ SGD ADZLR AX AKBNUD SGDM GZLLDQ SGD SHLADQ
22. DWZLHMD SGD EKNNQ - XNT LTRS SQHFFDQ SGD SQZO VHSG RNLDSGHMF GDZUX
23. OTRG SGDL NODM VHSG RNLDSGHMF
24. KNNJ ADGHMC SGD OZRRZFD
25. KNNJ TMCDQ SGD SGQNKD
26. TRD SGD OHBJZWD
27. RSZQS CHFFHMF
28. OTRG HS - HZQC
29. DWZLHMD SGD FQHKKD - XNT BZM GHCD RNLDSGHMF HM HS
30. XNT VDQD VDZQHMF SGDL

PROBLEMS PART 4

1. Feeling hungry:
2. Got a stomach ache:
3. Jailer goes away:
4. Jailer kicks you and knocks you out:
5. Can't get free from manacles:
6. Get recaptured when you try to escape from dungeons:
7. Jailer alerts the Xixons:
8. Jailer shouts and alerts Xixons:
9. Still get found by the Xixons:
10. Get caught by Xixons in L-shaped chamber:

CONTINUED NEXT PAGE

BYE-BYE

I was half way through this issue when the sad news reached me that it was to be SU's last. We've been around for as long as the Speccy and seen it through good and bad, thick and thin... The dizzy heights of the most popular home computer in Britain and, more recently, one of the least popular - the whipping boy. But it still retains an avid following, and why not! Back in the early eighties I bought my first Spectrum (with the help of my mum), a 48K rubber keyed affair and had a lot of fun with it. Then almost a decade later I found myself editing the first (and best) Spectrum magazine I ever bought - Sinclair User: A dream come true.

It's been the same for all of the people who worked on SU over the years. Garth had a ZX81, followed by a 16K Speccy and then a 128. Ed Laurence wangled a +2 out of his parents (and got thrashed by his mom for playing violent games), while Stevie Keen had a 48K just like mine - the list goes on.

Clive Sinclair and his little box of tricks are by now part of British history. They've conquered millions of hearts and minds and in the few years I've been working on SU I've seen the sort of passions that can be aroused by our 'friend'. I don't like admitting it but we've probably been the cause of quite a few felled forests in the last eleven years, as SU Towers' mail bags bulged with letters carrying the views of millions of readers.

The demise of the Spectrum has been on the cards for a long time. They said it would happen five years ago, but it didn't... four years ago, it didn't... and so on. Now though, thanks to market pressures, the software base has dwindled so much that the wisdom of keeping a magazine like SU operating had to be questioned. I still have no doubt that the Spectrum will continue to flourish, even in smaller numbers, because of its simplicity and the wealth of software already available for it. I would advise anyone wishing to continue on gaming and writing on their Spectrums to form or contact local or national user groups - in the future they will be your mainstay - remember it's strength in numbers.

The Spectrum is now passing out of its commercial phase and into a special interest phase. If you are dedicated it will survive. Goodbye from the Crew, we'll miss you - SU READERS have always been the best. And now over to Linda B and her hateful publication (only joking)... Long live the Spectrum!

Alan Dykes EDITOR

THE AXE OF KOLT CONTINUED

11. Get caught by Xixon who remains behind:
12. Can't get past sleeping Xixon:
13. Xixon cuts you and you bleed to death:
14. It's dark in the room north of the passageway:
15. How to stop your leg bleeding:
16. Can't find escape route from inside castle:
17. Can't squeeze through the opening:
18. Can't reach the drainpipe from the ledge:
19. Butter on your hands causes you to lose your grip:
20. See a Xixon on the battlements above you:
21. See a Xixon on the battlements east of you:
22. Knife? What knife?
23. What to do once the battlements are clear of Xixons:
24. How do you get down to these places:
25. How do you use what you have just made:
26. How do you get past the grille:
27. Can't climb in or up rope while carrying grille:
28. How do I get the Axe of Kolt free:
29. Acid? What acid:
30. You're dangling on a rope above some rooftops:
31. Lose the rope when you go down the drainpipe:
32. What do you do on the sloping rooftop:
33. Kelson sees you - what now:
34. Kelson drops the axe when you throw it from the first roof:
35. You're killed when you try to jump to the second roof:
36. How do you get the axe to Kelson from the second roof:
37. You run out of time and are recaptured and executed:

SOLUTIONS PART 4

1. RGNTS ENQ SGD IZHKDQ - ZRJ GHL ENQ RNLD ENNC
2. KDS SGD IZHKDQ KMNV LNZM NQ FQNZM TMSHK GD ZOODZQR
3. LNZM NQ FQNZM KNTCDQ
4. JHBJ GHL EHQRS
5. RDZQBG SGD IZHKDQ
6. GHCD RNLDVGDQD TMSHK SGD WHWNMR ZQD FNMD - HM SGD NSGDQ BDKK
7. BGZHM SGD IZHKDQ
8. RDZQBG SGD BDKK - FZF GHL
9. RGTS ZMC KNBJ CNNQR NE ANSG BDKKR
10. GHCD RNLDVGDQD
11. VZHS TMSHK GD EZKKR ZRKDDO
12. GHS GHL VHSG - EDDK ZQNTMC TMCDQ SGD SZAKD
13. FN SN SGD CNNQ HM SGD OZRRZFDVZX
14. VDZQ SGD FNFFKDR
15. RDZQBG SGD ADCBGZLADQ ZMC ZKK SGZS XNT RDD - QHO RGDDS, AZMCZKD KDF
16. BKHLA SGD SZAKD - QTA SGD ATSSDQ NM SGD NODMHMF
18. ITLO SN HS
19. VDZQ RNLDSGHMF NM XNTQ GZMCR - RDZQBG SGD CDZC WHWNM
20. OTKK NQ CQZF GHL CNVM
21. JHKK GHL VHSG Z JMHED
22. SGD NMD SGD WHWNM BTS XNTQ KDF VHSG - GDR KXHMF NM HS
23. KNNJ CNVM - SGDQD ZQD SVN OKZBDR XNT LTRS BKLHA CNVM SN
24. DWZLHMD SGD EKZFONKD - TMSHD VGZS XNT RDD - SHD HS SN SGD AZQ
25. VDCFD SGD EKZFONKD - TMSHD VGZS XNT RDD - SHD HS SN SGD AZQ
26. RGZJD HS SGDM OTKK HS
27. SHD HS SN SGD QNOD
28. TRD SGD ZBHC
29. KDZQBG SGD ADC HM SGD ADCBGZLADQ
30. KNNJ ZQNTMC SGDM RVHMF SN SGD CQZHMOHOD
31. EKHBJ SGD QNOD
32. KNNJ CNVM SGDM RGNTS SN VGN XNT RDD
33. VZUD SGD ZWD
34. XNT'QD NM SGD VQNMF QNNE
35. FN SN SGD SNO DMC - QTM CNVM SGDM ITLO
36. SHD SGD QNOD SN HS SGDM KNVDQ HS SN GHL
37. XNT LTRS VNQJ NTS VGZS SN CN SGDM CN HS ZKK HM SGD LHMHLTL MTLADQ NE LNUDR

SU CREW

Looking back over eleven years of publishing excellence SU has had some top people working for it. Lets take a look at those who stayed with us right to the end and what they're doing now.



Big Al' Dykes
The big guy has been editor for a full twelve months now and is sad to see the mag go. It looks as though he's destined to work with PC's from now on as he joins Emap's A-Team at PC Review - The best PC entertainment mag money can buy (no way! WAYYY!). It'll never beat SU though.



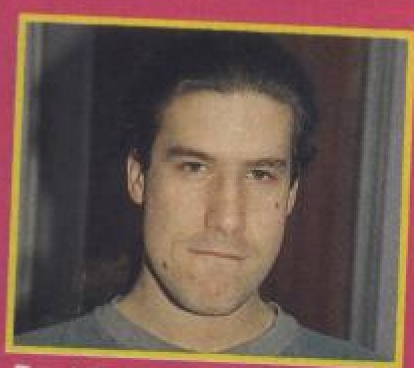
Tom Guise
Tom was first mistaken for Keanu Reeves - momentarily. He is now widely recognised as a weedy little git who just happened to stumble into Emap when they needed a new slacker. But they got it wrong, he is in fact a superhuman writer and a decent chap into the bargain (see you in the pub later Tom!)



Tony Kaye
Working behind the scenes of many a review (which is difficult for him, believe me) Tony Kaye has most recently brought you the whole low-down on Nigel Mansell's World Championship. Tony will either be pursuing a new writing career or joining the Pittsburgh Steelers (or both as a tattoo artist).



Garth Sumpter
Garth Sumpter, matchstick man impersonator, culture vulture and Rover wrecker edited SU for two years and has recently been in charge of whipping the Hacking Squad (which he originally invented) into shape. The legend lives on in the hallowed (now hollowed because of his weight) pages of CVG.



Paul Davis
What can be said about Paul that already hasn't. Well, erm, anything really... you probably haven't heard of him before unless you read NMS or Mean Machines. Suffice to say he's a jolly, long haired northern git who never gets a round in. Bad taste in clothes but good at reviewing games though.



The Sorceress
It's high time we revealed the true identity of the Sorceress - she is not in fact a she at all. Every month we get a confused cockatoo to run all over a computer keyboard then ask the PC to make utter nonsense of what it has typed. This gets printed every month and people use it to solve adventures.



Ed Laurence
Aka Radion Automatic and several other pseudonyms (someone please tell us the real one) is, we believe, currently turning down Hollywood movie roles on grounds of not wanting to co-operate with the capitalist system. Which he already is - working on NMS that whacking great Nintendo mag.



Sara Pruce
In the absence of the lovely Yvette Nichols Sara has been giving her all to designing SU and what a job she's made of it! Other examples of her work may be found in the One Amiga and PC Review. Alby, her pet dog has gone on to grace several international magazine next month pages.

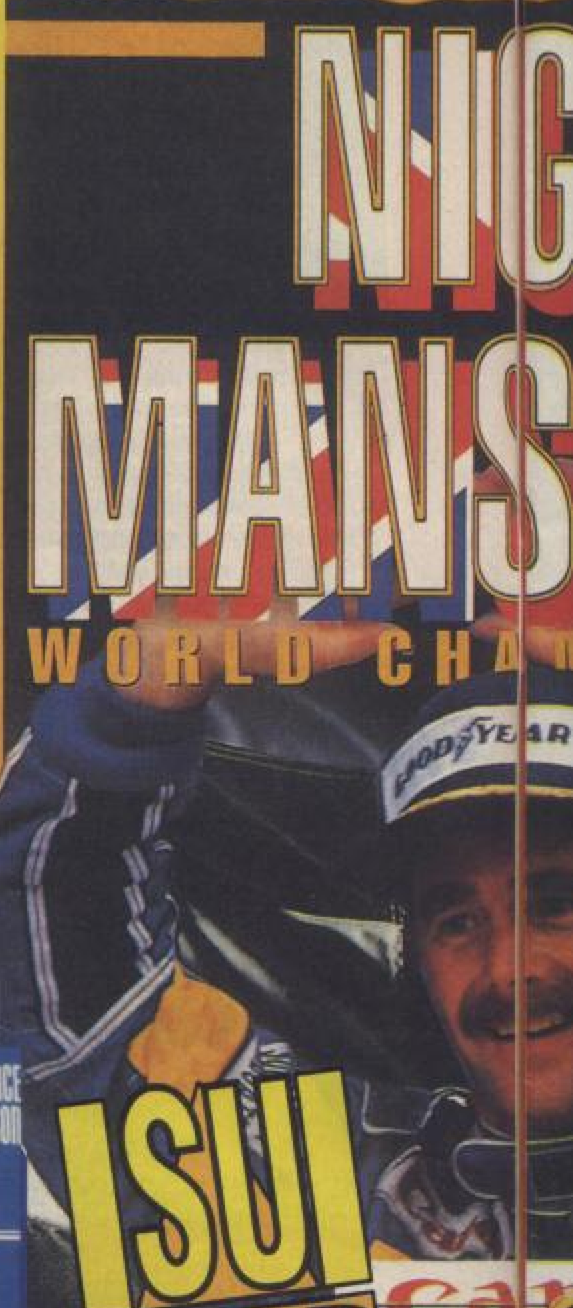


Steve Keen
The ladies all swoon at the mere sight of Stevie Keen. Come to think of it so do the men but that's just 'cos he smells a bit. Steve has been the backbone of both Checkout and reviews over the last two and a half years. But poor old Steve hasn't shaken off Garth's shackles yet... he works on CVG too.

SOB SOB



Graham Mason
In between being a helicopter pilot, fireman and north sea rescue expert young Graham - also known as Specman and Turbo - intends to continue a life of misspelt adventure and computer hacking - he also plans to get married soon, so three cheers for captain Pokemania. May his hair continue to stand on end.



Well, well Nigel has won the Formula One World Championship. Not only that, but despite his three eyebrows he's become an international sex symbol. Now it's your turn to follow in his footsteps and try to do the same (well' I don't know about the sex symbol bit!). Load up the game and compete in a full racing season to try and lift the crown for Great Britain for the second year running, you patriotic devils.

There's more to Formula One than just racing though. To complete the season successfully, you're going to need heaps of cunning and strategy. Finishing a race can be just as important as winning it, but you've got to end up with the points to stay on the leaderboard.

When you first load the game, you're presented with a few choices. It is possible to just start up and go, but you probably won't lift the title unless you're unfeasibly spawny. You'll no doubt have fun trying though. To succeed you'll need to look at the wider picture.

First thing on the agenda is to select what controls you're going to use. I actually found that the keyboard was more accurate than the joystick, but this is up to you and the quality of your joystick.

You can then choose which driver you want to be and, if you're a complete egomaniac, you can change the famous driver's name to your own.

Check out all of the options and settings and then head straight for driving school to sharpen your skills and practice with your chosen chassis. This practice will be crucial to your progress later on.

To sharpen your skill still further, and just for fun racing, the single race option will keep you amused. Choose your track, there are 16 altogether, and the whole world will spin beautifully to show you whereabouts your race is taking place. You also get to see what the track looks like.

When you've chosen, the next screen will give you information about the track itself, including the weather. This will help you to make the right (or wrong!) tire choice.

Tuning the car is important for optimum performance. If it's raining, you'll need wet weather tyres and you may even need to play around with the aerofoil and gear settings. The next screen lets you set all of these, based on whatever the conditions and your mood are like. Leave the aerofoil and gearbox settings at first, until you get used to what difference they could make and concentrate on getting the right tyres for the race. Finally choose whether you want the gears to change automatically or not and then off you go to the qualifying section...

To qualify you need to be quick. You do two laps of the track to determine your position on the grid for the race proper. The target is to beat the current fastest time for pole position. At the end of the qualifying period, you are shown your time and grid position for the race.

The right choice of tyres will be a definite advantage here and maybe a bit more downforce from the aerofoils or a higher ratio gearbox once you know the score.

Ok, so you've qualified for the race, what next? Well, it's time to race for real. This time you do three laps of the track and the winner gets the points. All of the other drivers in the race are Nigel's competitors in the real world, ie: Ayrton Senna, Alain Prost etc. (though you'll need to get a flight simulation to





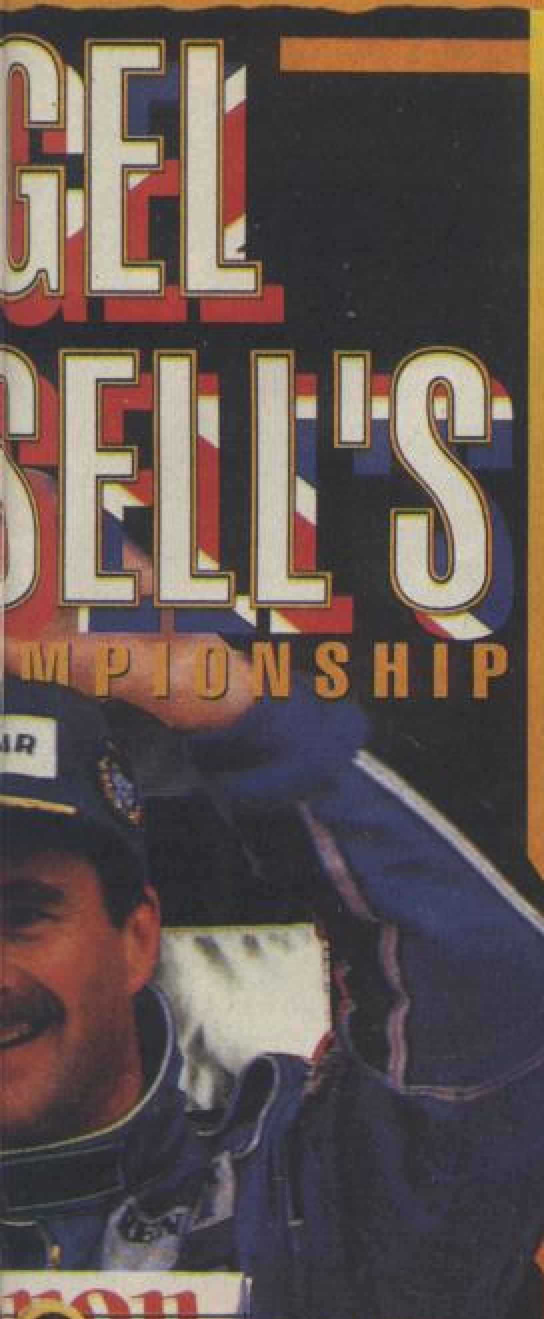












GAME: Nigel Mansell's World Championship
LABEL: Gremlin
MEMORY: 128K only
TAPE: £10.99
DISK: £14.99



OUR NIGE

Nigel had several jobs before becoming a Formula One racing driver including, of all things, a bus driver. He started racing SuperKarts at an early age and progressed through the ranks including Formula 3000 and Formula Ford before being spotted and whisked into the high flying world of top flight motor racing, driving for the likes of McLaren, Ferrari and, finally, Williams- Honda. He lives on the Isle of Man (a tax haven ,we're told!) and has business interests that include selling Ferraris to rich people. If you're a girlie and want to marry him, you're out of luck I'm afraid as he's married with kids, and is probably far too old for you anyway, you naughty thing.

Nige is now no longer involved with Formula One and has gone to America to try his hand at Indy Cart racing, which is a lot faster and more dangerous than F1. The carts reach speeds of up to 220 MPH as opposed to around 200 in his old sport. Incidentally, his new boss is old-time Hollywood star Paul Newman.



Garth Sumpter

I must say I hadn't expected anything like this. I thought it was going to be just another old racing simulation but there 's a lot more frills in Nigel Mansell's World Championship. Monochrome racing and apparent slowness aside this is a fascinating title with good lastability. Well worth checking out.

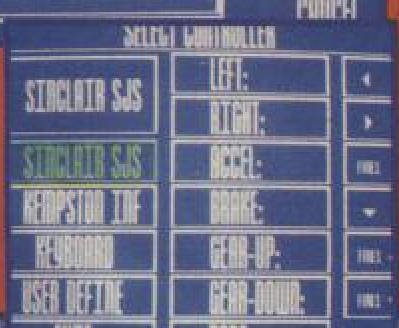
scores

GRAPHICS	80
SOUND	77
PLAYABILITY	90
LASTABILITY	91

OVERALL 90%
Tony Kaye

Nigel Mansell provides lots of race action with the additional challenge of completing a racing season. This is great for action seekers and strategists, too. Although movemont is a little slow, if you like racing games you'll love this one.





compete with old favourites like Nikki Lauda). The beauty of this is that you can boast about beating them: 'One race, honest, Guv!'. When (and if) you win, take your rightful place on the winner's rostrum and collect the trophy.

Go out and buy yourself a laurel ring and a bottle of Moet & Chandon and spray your living room. Why not!

Each time you finish a Championship race, you are given a season password, so you can stop at any stage without having to start the whole game over again from scratch. More games should let you do this as otherwise you can easily get fed up with having to work your way through endless levels to get to the point you left off at last time.

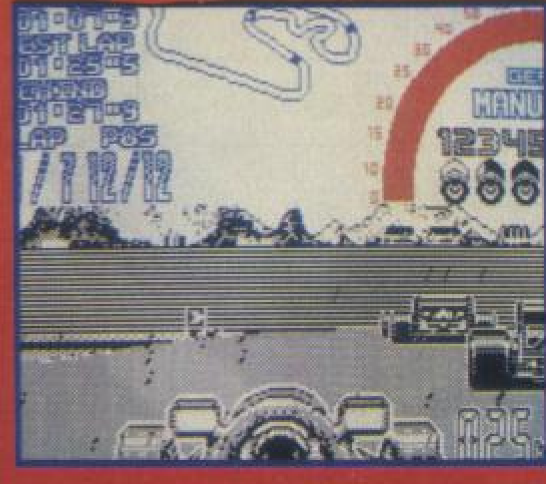
Getting through a season takes guts, determination and a lot of hard work, but making the right decisions helps a lot. Take the time to experiment and the game takes on a whole new angle. As you play, imagine you've got Nigel talking to you, and you too could win the Formula One World Championship. Now down to the nitty gritty.

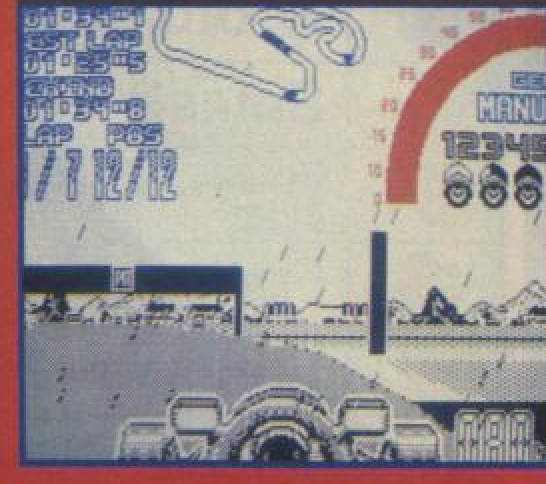
One of the main criticisms of this game is its lack of colour on the main driving screen, but this is more than made up for by being great fun, if a little slow feeling to play. The options and attention to detail makes the program fun too, but you'll soon start bypassing all these frills to concentrate on the racing action.

For 128K, +2, +2A tape users the loading sequence, like last month's Street Fighter 2 is a bit of a nightmare but unlike the latter it is also available on disk.

The Speccy hasn't had a good racing game for a while and at this late stage in its life I certainly didn't expect to see one. But if wearing imaginary helmets and fireproof suits and haring round your telly track is your cup o' tea, rush out and get Nigel Mansell's World Championship. It is doubtful you'll be disappointed, especially if you have a +3 and get it on disk.







SINCLAIR USER EXCLUSIVE ANIMATOR OFFER £5.00 MONEY OFF VOUCHER!

If you were lucky enough to catch Animator1 (without load/save option) on the January Fun 4 then you'll want to get your hands on the full version. Now, at a super price, you can, allowing you to save all your great work for posterity. Just fill in the coupon below, and send it, with the £5 SU money off voucher to:

B.C.S. Grantham house, Macclesfield, Chesh, SH10 3NP

* ANIMATOR1 48K cassette: £16.95 (plus free Poster Machine program)
* ANIMATOR1 +3 disk: £24.95 (plus free Poster Machine program)
* ANIMATOR1 +D/ DISCIPLE: £19.95 (transfers to whatever disk is used)
* ANIMATOR1 'EXTRAS TAPE:'£19.95 (All versions) Tape packed with goodies to use with Animator1 including: BRUSHES/ SPRITES/ SCENERY/ TEXTURES/ PICTURES and a complete 'load your own graphics' game.
* POSTER MACHINE: £9.95 as a separate prog (free with all versions of Animator 1). This is an incredibly addictive poster making program when used with Animator1's PRINT MODE, a forerunner to Quark Express!!



Please send me a copy of Animator1 on (tick where appropriate)
48K Cassette..... +3 Disk..... +D/ Disciple.....
Including Extras tape..... Poster Machine.....
I enclose a cheque/postal order/cash for £................ made payable to B.C.S
or debit my Access/Visa (No.): ....

NAME ______________________
ADDRESS ______________________
____
______________________ POSTCODE ______

Make sure to use this genuine SU coupon and voucher to qualify for this great offer.

CHARTS

April may be here but don't be fooled by what's selling in the world of Speccy - here are the top titles. There's been a few changes since last month but we still haven't seen anything of Nigel Mansell. Will he reach the top of this league?

1	Trivial Pursuit	Hit Squad	£3.99
2	Streetfighter 2	US Gold	£10.99
3	Crystal Kingdom Dizzy	Codemasters	£9.99
4	Pitfighter	Hit Squad	£3.99
5	Football Manager 3	Prism	£9.99
6	Smash TV	Hit Squad	£3.99
7	Dizzy Collection	Codemasters	£9.99
8	Funschool 2	Hit Squad	£3.99
9	Pipemania	Touchdown	£3.99
10	Smash 16	Codemasters	£3.99

GOT A HAND-HELD?..THEN GO! AND GET THIS!



HACKING SQUAD

Hello and welcome to this emotionally charg-ed issue of Hacking Squad. Poor old SU has been getting smaller and smaller and Big Al' has just told me that its going to finally disappear. 11 years on the go and it all must come to an end. The big guy's in tears about it but, well, life must go on I suppose. The Hacking Squad has its final job to do and so, with a cheery sniff and a hearty crack of Al's whip, I bring you a blast from the past in what is the final Hacking Squad ever...



BIG TIPS

You're not still having problems with Alternative's Reckless Rufus are you? Well, for those of you still stuck on Planet Killey trying to collect enough rare crystals to buy a lift back to earth, here are a few tips and a rundown of each and every block in the game...

You must guide Rufus around each level, collecting five crystals from each by jumping from block to block.

The most useful blocks are the numbered ones which allow Rufus to make new blocks on each successive jump. There are a limited number of these blocks in the game so always use them wisely and try to plan their use carefully.

If you can pick up three heart symbols, you can give Rufus an extra life.

Here's a rundown of each and every block in the game and what they all do:

1) NUMBERED BLOCKS: These are the mainstay of the game. They create a block each time Rufus jumps, appearing underneath him. The number of blocks he can create is indicated inside.

2) FAST TIMER COUNTDOWN: Jumping on these causes the time remaining to be reduced.

3) CRYSTALS: There's normally five of these to collect on each level.

4) ELECTRIC BLOCK: These turn on and off during the game. If you happen to step on one that's active, you will be frazzed!

5) FADER: These blocks disintegrate once you stand on them so don't hang around.

6) RUFUS POWER: Not a common block but ruddy useful. It gives Rufus a force field that lasts until the end of the screen.

7) BONUS BLOCK: There's a 500 point bonus lurking within this one.

8) SLIP: Like a conveyor belt covered in super glue, you must glide in the direction of the arrows. Just enjoy the ride until you come to the end - whether it's up, down, left or right.

9) STICKY BLOCK: Talking about super glue, this block will trap you for a few seconds.

10) WARP: Jump onto this when the rotating arrow is in the direction that you want to go.

11) CHOMPER: Watch out for these. They appear to be normal blocks but will eat our hero alive. You must remember where they are situated.

12) TREKKY DOORS: Just like any of the Star Trek crew, don't jump onto these when they are open or you'll be sucked mercilessly into space.

13) REVERSER: This changes all your joystick directions for a short time. Watch out for when it reverts to normal!

14) INVISI-BLOCK: This can be useful as the aliens can't hurt you during the 20-30 seconds that you're affected. Of course you can't see where you are either, making movement very tricky!

15) AMMO: Every game with a gun should have a pick-up like this and Reckless Rufus is no exception.

16) COUNTDOWN MINE: Looks just like a normal block but after a few seconds it will blow itself to smithereens - Rufus too if he's still standing on it!

17) HEART: Collect three of these to get an extra life.

18) SWITCH HOLES: These blocks are safe providing that Rufus has thrown their switch thus filling in the hole in the middle.

19) SWITCH: And here's the switch. They just flip between on and off.

20) FREEZER: If you jump on this block, all the aliens will grind to a halt for over half a minute (unless you shoot then of course!)

21) HYPERSPACE: These work in pairs and will move you from one area to another.



BMX SIMULATOR

Get on yer bike with this old Codies game by simply typing CHEAT as your name when entering something onto the high score table. You will now always qualify in every race.

COMBAT ZONE

Press the keys 9, 0, BREAK, ENTER and P. You should now be presented with the message, "PAUSED, CHEAT MODE READY, CHEAT MODE INSTALLED" Now, to return to the game just press 8. You should be able to complete it now quite easily, what with infinite hyperbombs, tons of fuel and so on. (Watch out for the special message once you've completed the game on cheat mode though!)



DARKMAN

As soon as you load the game, hold down all the keys on the right side being careful to avoid the SPACEBAR. Once you get the message "C ON" in the corner of the screen you will have infinite energy. Now just

INDEX

HACKING SQUAD

CHAMPION CHEATS

choose your control method and you're away!



DIZZY DOWN THE RAPIDS

If you're looking to cheat in this game that stars that perpetual egg, just get onto the high score table and type in CHEAT. You will now have infinite lives, which probably means that you could live on omelettes for the rest of your life...

IRONMAN STEWART'S OFFROAD RACER

Want to do a little shoplifting? Well, perhaps not 'cos it's stupid but this cheat allows you to get more tune ups in the speed shop than you can ever possibly afford. All you do is keep pressing on shocks in the shop until you have all five and then go immediately to the nitro and keep on pressing buy. You should be able to get 190 of the super-speed packages which, like a gallon of concentrated fig juice, should keep you going forever!

MANCHESTER UNITED

There are several ways to ensure that you succeed with your team (without having to give them 100% whole wheat). Try the following ideas;

1) To always score, dribble along the line until you get to the corner. Now a diagonal shot will miraculously always end up in the back of the net.

2) If you really want to buy a particular player, then a bid of 5,200,000 always seems to hit the right mark - and for that amount of money, I'd even consider playing for the Arsenal!



3) If you don't mind how you score your goals, then getting into the penalty area and wiggling your joystick like a deranged telegraph pole will usually result in you getting a penalty.



PIT FIGHTER

Domark's Pit Fighter may have some of you straining at the leash like a Bull Terrier so before you all go barking mad, here's some tips from Paul Jones from West Bromwich in the Midlands.

Choose the joystick

Select Buzz

When fighting, select autofire

Keep the joystick pushed towards your opponent (even when he's on the floor!)

If you follow the above advice, you should receive a record KO.



PREDATOR

Great films don't automatically make great games but Predator certainly was an excellent product for the now defunct Mirrorsoft.

Mirrorsoft may be redundant but Ben Ash of Brentford in Middlesex is still working hard and managed to gather together these monster tips...

* Duck whenever birds are about

* You can shoot the alien's eye

* Punch the alien

* Watch out for the grenade gunner

* Shoot enemies diagonally as well as straight

* Always collect ammo from the dead (Yech!)

Well, those tips Ben were phenomenal. Luckily you sent some others in too which are a little bit more specific so we'll let you off - with a caution for those!

HACKING SQUAD

Garths Big POKEs

It's the last ever Garth's Big POKEs so I thought I'd just run through the most popular and requested ones before I shut down. Remember they're all MULTIFACE POKEs.

Okay, pay attention at the back. This really is your last chance to get to grips with the idea of POKES 'cos I'm getting fed up of explaining this lot.

All settled? Right! In order to use any of the following POKES, you must have a Multiface (it costs about 25-30). This widget fits into the back of your Speccy and allows you to alter values within programs whilst they are running, to give you infinite lives, more bullets, more time and so on. Interested? I though you might be.

If you want a Multiface, get in touch with Romantic Robot on 081 200 8870.

ARKANOID II (48K)

37483,0 Lives

BMX SIMULATOR

49264,68 Lives

SOLUTION CITY

Do you scratch your head a lot? Do you tend to shout at your television screen? If you do you're either as mad as lungfish that does Elvis impersonations or you're desperately stuck in a game. Never fear! Help is at hand thanks to that Macheovellian mimic, the man with the superlative stubble... old bum face is back with his helpful solutions!

Part two of solutions from the February issue....

SPELLBOUND DIZZY

Final Bit

The last installment of the Spellbound Dizzy solution saw our hero swimming around with an aqualung as he finished. Now you can dive into the next part as we continue our solution...

To begin this level, pick up the aqualung, and go left, through the pit and over the quarry and jump into the lake. Now, avoid the fish and go left in a passage. Go to the end and pick up the soggy log. Return to the start and drop log. Now go down again and collect three rocks. Got them? Now pick up the aqualung and go down the windy shaft to the 4-way junction then right



to the man-eating plant. Enter the water, and avoiding the fish, drop two of the rocks and take the brolly. This should cancel the effect of the rock that you still have. Drop the brolly on the right of the windy shaft, drop your single rock and go to the left of the shaft. Now drop the aqualung on the start screen.

Now, go fetch another two rocks from the quarry and return. Pick up the megaphone and soggy log and go down the windy shaft to Theo's grotto. Drop one rock and take the ear trumpet. Left and up will take you to Dylan whom you can now talk to. Drop the megaphone and take the vibes and ear trumpet to Theo. If you have enough stars you can give Theo the ear trumpet and Dylan's vibes and Dylan is then rescued! If you now return to the starting point, you can explore even further.

Go and collect three rocks. Take aqualung and go to the man-eating plant. Drop the aqualung near the rocks and return to the surface. Get three rocks and use them to take the bones down to the plant. Dump the



rocks and get the aqualung. Give the bones to the plant and go through it and right into the flooded chamber. Continue right and pick up seaweed. Return to the plant. Drop the aqualung and bones and return to ground level. Drop everything on the starting screen. Get rocks again. Take the flippers down to the plant, drop rocks, take aqualung and bones, go past the plant using bones, and then right into the flooded chamber. Now go right and up into the sunken shed. Talk to Daisy and take diamond ring. Leave the shed and return via the plant to the windy shaft. Drop the bones and ring here. The next bit isn't easy without rocks. Duck into the windy shaft and immediately exit to the right. This is the Control Room.

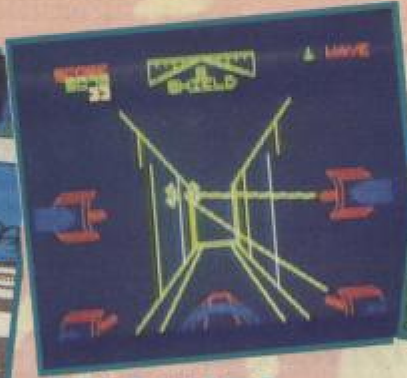
Leave your aqualung and flippers here and return to the surface. Now you need to get four rocks. Got them? Right, go down the windy shaft to the bottom, drop one rock and pick up the jar lid. Into shaft and go up one level to where you left the ring. Drop two rocks. Take the ring and go up the windy shaft to Theo's exit. Use ring and



some stars to rescue Daisy. If you haven't enough starts, dump the ring here whilst you go get them. Once you've rescued Daisy, drop the last rock and return with the lid to the starting screen.

Now, get the empty jar and take it to the shaft where you left the brolly and get that too. Go to the windy shaft and let the wind gust you until you can step onto the cloud on your left. Go left and up to the fireflies. Catch a firefly in the jar and put the lid on. Go back down to the surface. Now, fetch two rocks and take the seaweed down the mineshaft. Walk to the right along the mineshaft to the mushroom using it to get up the







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passage junction. Go left into cave and use the garlic seaweed to scare off the bats. Jump across water, avoiding the drips, and talk to Dora. Take slipper and exit spooky cave down from the junction and back along the mine shaft. With two rocks you can jump left across the shaft to Theo and if you have enough stars, give him the slipper, rescuing Dora.

Drop glowing jar, free the firefly and then dump the jar and lid.

PART THREE - THE CONTROL ROOM

Now, if the aqualung and slippers aren't here, take two rocks and bring them here, drop them and return to surface. Get two rocks and pick up the ZX81 and the hammer. Now, go down the windy shaft and take the second exit on the right to control room.

Dump the rocks, pick up the aqualung and flippers and plug in the ZX81 by the screen. The transporter tube to the right is now on, so go in...

At the far end is the pumping station where you should go down from the platform and then go right and stop below the large plug. With your swimming gear on, use hammer on plug and the station will flood. Drop hammer, swim through drainpipe and jump over pipe entrance. Now pick up the net and return. Swim up to Dozy, leave water and talk to him before taking the pillow and net and leaving the station via the transporter tube. Back in the control room, drop the pillow and ZX81 and take the net and swimming gear back to the surface. Dump the swimming gear on starting screen then go left into pit. Use the net to catch Pogie. Get his collar and then go get two rocks.

Go back down the windy shaft to the control room. Drop one rock and take the ZX81 and pillow. Go left and cross to Theo's exit and if you have enough stars, you can give him the pillow, ZX81 and collar. You've now rescued Dozy, Denzil and Pogie.

And now all you have to do is get back.

BACK TO EARTH...

Right, you should have five stars in order to get you and Theo back home. Unfortunately, Theo decides that he doesn't fancy walking and just pops off leaving you with no magic to get back.

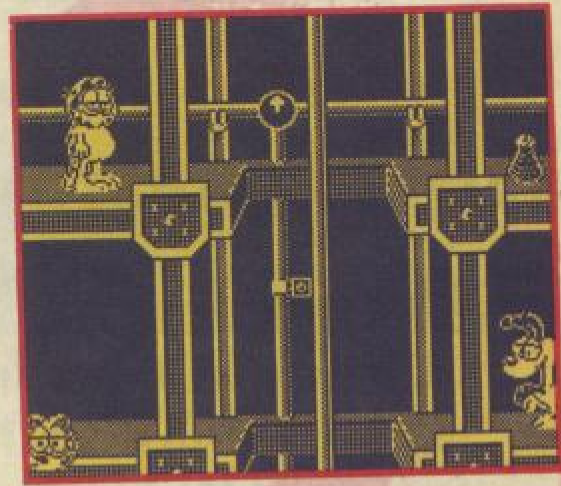
Right! You'll need Theo's string, some thin sticks, pretty cloth and some sticky tape. These can all be found in the locations given to you in the February issue of SU. Round them all up and put them together to form... a kite! Now go and use this in the windy tunnel and you'll get to new heights! Once two rooms above the ground, wait for a really big gust of wind and step onto the right-hand cloud. Go up and right into a small cave in the roof and take the drill bit. Go back to the upper clouds and then go up and left to an even bigger hole in the roof. Avoiding the drips, attach the drill bit to the drill and you're home! Hurrah.

GARFIELD'S BIG FAT HAIRY DEAL

Jim Davidson couldn't have known what he was doing when he invented this cartoon pussy, which is probably the reason why he became a very sad stand-up comic (Wrong Jim Davidson you stupid old Hacker - Big Al'). Anyway here's the lowdown on Garfield's Big Fat Hairy Deal.

Run through the house until you find the TV room and then go right to the shed. Get the spade and go left to the front door. Drop spade and pick up the bone and wait for Odie to appear. If you drop the bone by the door, the stupid mutt will cause a hole in the door. Take the spade and exit through the hole.

Keep going until you reach the hardware store. Go in, press down and fire and collect the money before going left to the health store. Go in and drop the money and take the cake to the park. Drop cake outside the park and then return home and take the lamp from the T.V. Go to cellar (right) and fall down with the lamp. Now go right and meet Nermal. Kick him until he drops a mouse, take it to the health store and drop it. Take the 'thing' that appears back to the cellar and drop it near the rat. Jump onto the box in the first cellar screen, and start kicking. A key and bone fall out of the box.



Eat the bone and take the key to the park. Drop the key inside the park and then exit to get the cake. Return with the cake and drop it and grab the key before jumping onto the bird. Fly to the pound and enter. Now if you go right you will have completed the game!

BYE!

Okay, this bit's here just so that I can be a bit sentimental but I must say my piece. It's always disappointing when something that you've worked on comes to a conclusion, an end. So why does the end of SU make me feel as though a close relative has died? I suppose it's because it marks the end of an era. There probably wouldn't be such a strong home computer market in this country if the Spectrum had never existed. But those first, strange machines held open the doors for every single format of games machine and computer and made Britain the leading country for number of computers per head of population for years. The Spectrum did that. And now, millions of people who started off with them in the mid eighties, have moved on to better machines, or more modern ones anyway.

Clive Sinclair himself still strides for advances in technology and so should everyone. Enjoy your computers, enjoy your games and take delight in technology - it's the future of Britain as you are yourself. SU's time has run out but we've all relished the time that it did have.

Garth Sumpter.

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HISTORY?

It all started with the **MULTIFACE ONE** for the original **48K** Spectrum, quickly followed by the **MULTIFACE 128** for Spectrum **48, 128** and **+2.** Remember the *microdrives, wafadrives* and add-on *disk drives*? Suddenly the loading from these took **seconds** rather than minutes. Except that there was not much to load - practically nothing had ever been released on cartridges or disks and there was no facility to transfer tapes onto those great new devices. This is where the MULTIFACE saved everything, literally. The black magic box could stop anything any time and SAVE it to *disk/cartridge/wafer/tape*. When the Speccy+3 came with a built-in drive, it was left to the **MULTIFACE 3** to transfer all to disks - and to perform other miracles (Multiface 3 is also needed for the *black* Spectrum **+2A/+2B**).

So, in case you just came from Mars, what does a Multiface do? First, it sits at the back of your Speccy, its magic button always READY. It has its own ROM/RAM, so it doesn't take up any Speccy RAM and needs no extra software. It comes with a full manual, but you will not need it, as the Multiface is fully **MENU-DRIVEN**.

ACTION!

Once in action, it freezes everything and it displays its own menu. You can, say, SAVE the program, return to it and continue. If you loose your game, just re-load from where you saved last and play from there again! No need to go back to start all the time. Even better, with the MULTIFACE you can POKE all those infinite lives, ammo, etc., that you read in the magazines, and you will never loose. Each Multiface also comes with a built-in **TOOLKIT** that lets you inspect/alter/dump Speccy RAM.. Many top programs were written with the aid of the TOOLKIT and the extra 8K RAM. And do you like the **screen shots** in this magazine? They are all produced using the **MULTIFACE!**

When we announced earlier that we were to pull out of the 8-bit market, the surge of interest in the **MULTIFACE** was such, that we had to make many more. And not just the Multiface - we also have the best ever printer interface - the **MULTIPRINT** (not for Speccy+3 or +2A/B) and the only digitizer - the **VIDEOFACE** (for any Spectrum). Our software includes the unlimited life finder **LIFEGUARD**, the **GENIE** disassembler, and the **MUSIC TYPEWRITER**. Please send a SAE for full information.

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As this goes to press, we still carry all items, but some in low quantities only. Once we sell the stock of **MULTIPRINTS, VIDEOFACES** and **MULTIFACE ONES**, we have no plans to manufacture those again. They are a terrific value, in fact more for the *customer* than for the *manufacturer*... So quite simply, **HURRY!** As for the **Multiface 3 & 128**, we plan to go on making them to meet the demand. In any case we will only accept orders when we can supply the goods and we give a *full guarantee*. Plus we still offer now up to **£15 OFF! mail orders!**

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ROBOCOP 3

LABEL: OCEAN
MEMORY:48/128K
Price:TAPE £11.99
DISK £14.99

87%



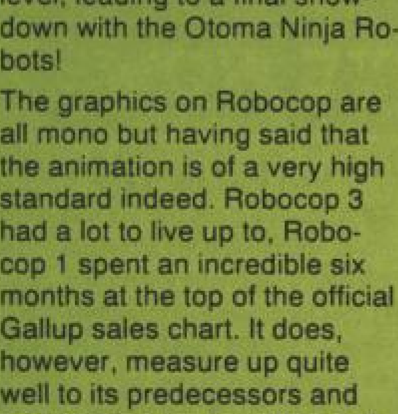
There are five levels in the game, the first of which is a simple shoot against the drug crazed splatter-punks. On level two there are corporate warriors and even more splatter-punks to contend with. The difficulty increases with each level, leading to a final showdown with the Otoma Ninja Robots!

The graphics on Robocop are all mono but having said that the animation is of a very high standard indeed. Robocop 3 had a lot to live up to, Robocop 1 spent an incredible six months at the top of the official Gallup sales chart. It does, however, measure up quite well to its predecessors and makes for a very exciting and engaging game. If a ilittle samey.

Strider

Label: Kixx
Memory: 48/128K
Price: Tape £3.99

86%



Strider is a real blast from the past. This coin-op conversion dates back years, but it's as good as now as it was in 1989. Basically you control the acrobatic Strider, who's out to destroy a mysterious geezer who's kidnapped his missus.

The graphics are detailed but monochrome, and there are some massive bosses.

Total Recall

Label: Hit Squad
Memory: 128K Only
Price: Tape £3.99

92%



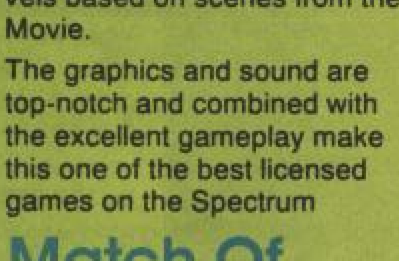
This game-of-the-film has Arnie Schwarzenegger journeying to Mars to find his true identity and kill plenty of bad guys. The result is an excellent mix of platform exploration and shoot 'em up as you guide Arnie through a series of levels based on scenes from the Movie.

The graphics and sound are top-notch and combined with the excellent gameplay make this one of the best licensed games on the Spectrum

Match Of The Day

Label: Impulze
Memory: 48/128K
Price: Tape £10.99
Disk £15.99

88%



No, this isn't a Desmond Lynham simulator (although he is in the game), it's a football management sim. Buy, sell and train players as you attempt to form a team capable of leaving the lower divisions and entering the dizzy heights of premier league-dom.

Rather than have a really dull 90 minutes of computer-simulated footy, you're shown your team's efforts in the form of highlights on Match Of The Day, where Jim Rosenthal, Des Lynham and Jimmy Hill pass comment. This makes for one of the best football management games in quite a while.

Bonanza Borthers

Label: US Gold
Memory: 48/128K
Price: Tape £11.99
Disk £14.99

82%



The rich folk of Badville have too much cash for their own good, so it's time for the Bonanza Brothers, Robo and Mobo to make an appearence and clean them out.

This is a novel two-player platform and puzzles game which is marred only by an awkward control system. The split-screen mode makes the game far more playable providing you can get hold of a mate to take the other joystick.

Silent Service

Label: Kixx
Memory: 48/128K
Price: Tape £3.99

89%



Silent Service takes you far beneath the Pacific ocean in WWII as a submarine commander on the hunt for Japanese warships. You have to deal with every aspect of running the ship, from navigation to aiming and firing the torpedoes.

This game was a smash on 16-bit and is every bit as good on the Spectrum. While the graphics and sound are nothing outstanding, the atmosphere and overall playability makes this one hell of a good game

Space Crusade

Label: Gremlin
Memory: 48/128K
Price: Tape £10.99
Disk £15.99

91%



Anyone who's a fan of the Space Crusade board game will instantly love this. It's an RPG along the lines of Laser Squad where you lead a team of space commandoes against a mysterious foe.

Big Al's fave game and one of the best action RPGs in ages and thoroughly unmissable.

Dizzy Prince Of The Yolkfolk

Label: Codemasters
Memory: 48/128K
Price: Tape : £3.99

88%



Dizzy's most recent outing is another arcade-adventure-cum-puzzle solving rollick.

Guide

Following on from last month's frollicking funderland of fabbo games still available for the Speccy, Mark 'Cor Blimey Guv' Patterson gives us the lowdown on another batch of game greats from the pages of the world's most SU-per Speccy mag. The sheer number and vatiety of games is bewildering but since bewilderment is Marky's lot he's definitely the best man to give 'em a go...

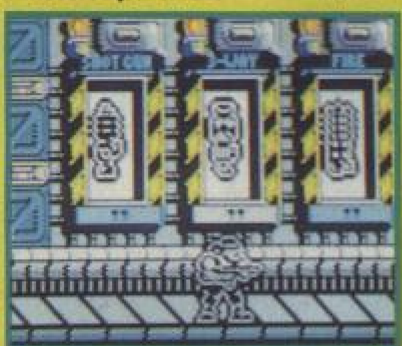
This time the spectrum's favourite egg is out to recover several hundred stolen cherries.

One of the best Dizzy game to date. It combines excellent graphics, a fantastic soundtrack and more puzzles and traps than in any other game in the series. If you haven't got it already, this is one game you should have.

Midnight Resistance

Label: Hit Squad
Memory: 48/128K
Price: Tape £3.99

87%



This is what we want! Guns, death and mayhem are the name of the game in this leaping, scolling and shooting all-action blaster. Converted from the Data East coin-op, this is spot-on to the original, bar the necessary colour and sound alterations.

You'd be hard pushed to find a more frantic shoot 'em up this at a budget price.

Pro Tennis Tour

Label: Hit Squad
Memory: 48/128K
Price: Tape £3.99

91%



The last great British tennis player was Fred Perry, which shows how poor we are in this sport - that was so long ago even his T-shirts have gone out of fashion. You can redeem this fact though (the tennis, not the shirts), with Pro Tennis Tour, the most realistic bat 'n' ball sim on the Spectrum.

The graphics are massive, with large, well defined players blatting the hell of the ball. The controls are very responsive and playing sneaking sideline shots is surprisingly easy. All this makes PTT by far the best tennis sim you can get your hands on.

The Addams Family

Label: Ocean
Memory: 48/128K
Price: Tape£11.99
Disk £14.99

90%



As well as being groovy, spooky and all the rest, the Addams family are now the stars of a fantastic platform game. Unlike the film, where Fester suffers from a memory lapse and thinks he's someone else, the game has Gomez in search of the family which has been kidnapped.

The graphics and sound are utterly stunning. There's only one level (boo), but it's a whopping great 240 screens big (hurrah) which makes for plenty of platform action.

Captain Dynamo

Label: Codemasters
Memory: 48/128K
Price: Tape £3.99

90%

Captain Dynamo is one pensioner not content with soaking his false teeth and harping on about the good old days. No, when he dons his power suit he becomes a turbo-



charged super hero capable of knocking most villains for six!

In this adventure the Captain is out to recover stolen gems which have been stashed on the moon. His exploits are accompanied by an excellent sound-track, superb graphics and even sampled speech! Also available on Super All Stars, a compilation, and a darn good one too!

American 3D Pool

Label: Zeppelin Games
Memory: 48/128K
Price: Tape £3.99

80%



This Pool sim takes a novel angle over its competitors by letting you view the table from almost any angle. This makes it a lot easier to line up those trick shots.

In addition to the basic pool game, there's also a version of billiards, which is a bit dull, but adds greatly to the value for money factor. However good, this is really a game for pool fans only.

Manchester United

Label: GBH
Memory: 48/128K
Price: Tape £3.99

90%

This is probably the best of the spate of football team licenses which included Arsenal and



Liverpool amongst others. It combines management aspects with on-field play to produce a very playable little number.

Even of you're not a fan of the reds, this is too good a football game to pass up.

F16 Combat Pilot

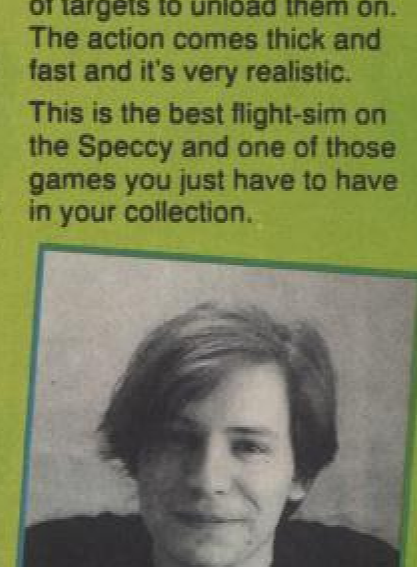
Label: Action Sixteen
Memory: 48/128K
Price: Tape £3.99/
Disk £9.99

91%



Take to the skies in one of the hardest aircraft in the world. You're given a generous amount of weapons and plenty of targets to unload them on. The action comes thick and fast and it's very realistic.

This is the best flight-sim on the Speccy and one of those games you just have to have in your collection.



tell it to AL



TOO TIRED TO THINK

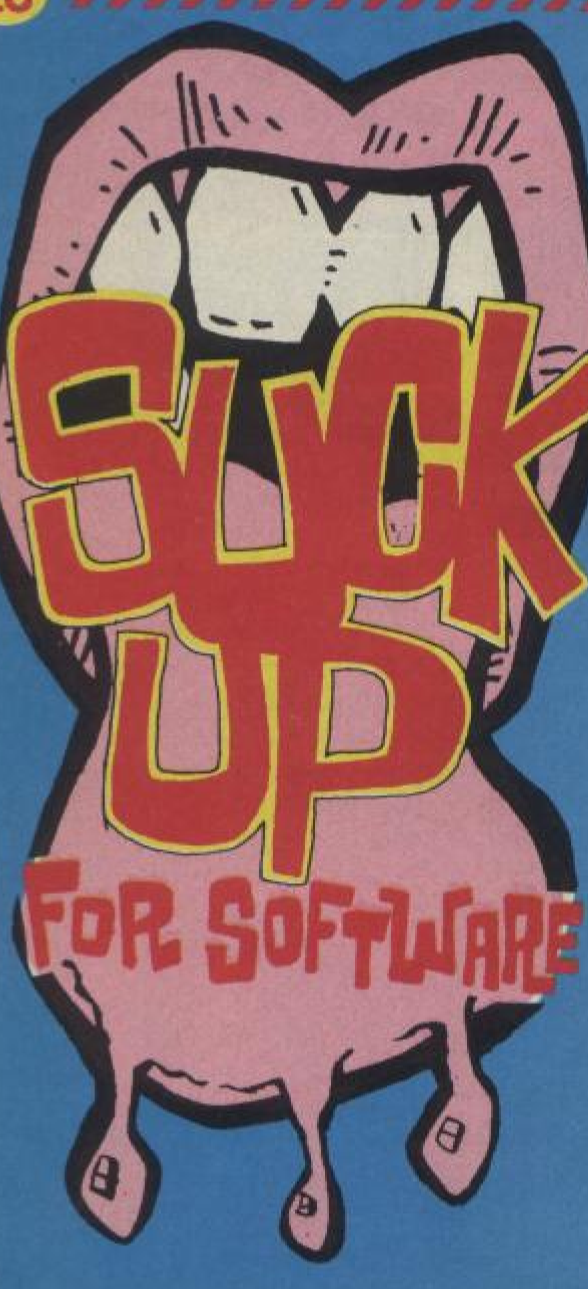
Dear SU, I have recently acquired my first computer, a Sinclair Spectrum, for which I bought the December Issue of SU. I am a staff nurse in the local hospital and I work very long hours (often sixty + per week). My only comfort when I stagger home is my new Speccy. As yet I only have some Dizzy games which are driving me mad. On the front cover of your December issue one of the free games was Bored Of The Rings part 2. Could you please send me the first part of the game. This would help relieve further anxiety and frustration brought about by this bouncing egg! Bring a ray of hope into the life of a grossly over worked nurse.

Yours Eggspectedly, Jeremy A. Howison-Howarth, Marton, Blackpool

Let me tell you a story Jeremy. One day one of my friends, Carmel, phoned an aunt she didn't like and told her she couldn't come to stay because her mother had promised she would visit another aunt. Carmel then phoned aunty number two and said how good it was she was staying with her and not with horrible old aunty number one. Are you still with me? Well, unfortunately she was so excited that she dialed the wrong number and ended up back on the phone to aunty number one again, blurting out the fact that she didn't like her. This caused problems as you might imagine. You, my dear boy, have done the same sort of thing, ie: YOU'VE WRITTEN TO THE WRONG MAGAZINE! Don't be a fool Jeremy. Anyway playing games when you're absolutely wrecked from work is not what the doctor ordered. And this isn't Suck Up For Software.

A HOUSEWIVES TALE

Being an old bag I have had my Spectrum for about 10 years. I want to tell you a sad story about my fellow housewives at the coffee morning. We were discussing what to buy our children at Christmas. 'Well', said Beryl, 'my son wants rollerblades and he also wants Street Fighter 2 (£64) for his Super Segatendo machine'. I can't afford both and whichever one I buy he'll be disappointed'. 'My son wants Sonic 2 and Paper Boy Brothers', they are both over £35 and I don't know what to do', said Elsie. 'I know what you mean, my daughter wants Mario the Gerbil 2, she keeps on complaining that since she got her Nindo Mega machine a year ago she has the same two games. I just don't know what to do', cried Linda. 'What about you Paula?' 'Well', I said smugly, 'I bought my son a second hand Spectrum +2 for£45 a few months ago and it came with loads of games. It's also the same machine as mine and we share all our games.' 'My son wants roller blades and Paper Boy 2 for Christmas as well but since nearly all the games cost just £3.99 I can afford to get him a few as well as his 'blades'. 'Whaat?', came the strangled reply, how come our games cost so much and yours so little?' 'Because the Spec-



NO! OLD FOOL!

Dear Al, I just thought I'd drop you a quick line, in between fixing the door of the shed and giving the dog a bath to tell you how much I enjoy your magazine, I've been getting it for many years now. It's been reassuring to see the kind of loyalty with which people have supported the Sinclair ZX Spectrum over the years. I'm getting on a bit now and it can be difficult sometimes to keep up with everything that is happening in the world of computers. It's therefore very refreshing to find an area of the market which does not flit from one fashion to the next leaving a trail of antiquated and defunct machines in its wake. Long live Sinclair User! Since I have been reading this magazine for some time I know what the score is, namely that such uncalled for buttering up deserves some free software! Er... Rainbow Islands would be nice.

Yours sincerely, Mr J. Cawley, Chelmsford, Essex

- *Why thank you Mr Cawley, you are a man of unquestionable good sense and of impeccable taste. I suppose loyalty must have its rewards, so Rainbow Islands is on its way to you, you crafty old devil. Keep on reading the mag, you won't be sorry.*

ALERT EGO!

Dear Al, Where would we all be without Sinclair User, the magazine to beat all other magazines, it has just as much character and class as the good old Spectrum itself. But it's very hard not to start hero worshiping you guys on the crew. In fact my mate Andy is starting to look just like Garth, which is worrying cos he's only 12. Also, many people have commented on how much I look like you Alan, what can I do? we all need our role models. My brother James is even turning out to be



as big a womaniser as Steve Keen, and at nine years old too! impressed? However, we are penniless and so cannot afford to buy any of the wonderful games you review in the mag. We humbly beg your help in getting some games.

Bernard Kenton, Seagate, Dundee.

- *Why fight it? If you want to hero worship us that's OK, we don't really mind. In fact it's good to hear that young people having such healthy influences in their lives... There's nothing like having a good role model. So don't be hard on yourself, if you want to be like me then I can't do anything but applaud your taste. If all you've said is true I would suggest you start up a modeling agency or a magazine with your friends and become very rich quick and then you can buy your own games.*

trum is an underrated computer and also because us owners have more sense!' I replied.
Sometimes I sit for a whole day playing on my machine and have no time for the house work, but when my husband comes home he doesn't even mind - he's happy to sit down with Emlyn Hughes Arcade Quiz (free on the great 8) and a sandwich. Now all my friends wish their kids had Spectrums. One of them, Daphne spent so much of her money on new consoles and games that her husband divorced her! So let this sad tale be a warning to all housewives and mothers in the land. The Speccy is great. My answer to the question 'would you swop ten mega driven segatendos for one little Spectrum is NO. No, no a thousand times no.
Ps. I desperately need to get hold of the Lords Of Midnight and its sequel. Can you tell me which back issues of SU to get?
Paula Taylor, London SE5.

Wow Paula, what a story! I never realised that the humble Speccy had such status in the domestic affairs of this country. Of course you're right, it costs so much to give kids Christmas presents that some people often have to cut back in other areas simply to do so. I don't really think that this makes either the kids of the parents happy. But with the old Speccy you can still have plenty of affordable fun. I'm sending you Lords Of Midnight and the sequel, Doomdark's Revenge so that you don't have to cut back on the laundry budget, or you can spend it on yourself anyway . Enjoy them. Alright Missus?

A POLAR BEAR?

Dear Al', I am a Polar Bear. Recently we haven't been receiving copies of SU in the frozen north and I want to know what you're going to do about it.
Knuff Sed, Glacier 7, North Pole.

I don't believe you.

TONY'S FARMING QUESTION

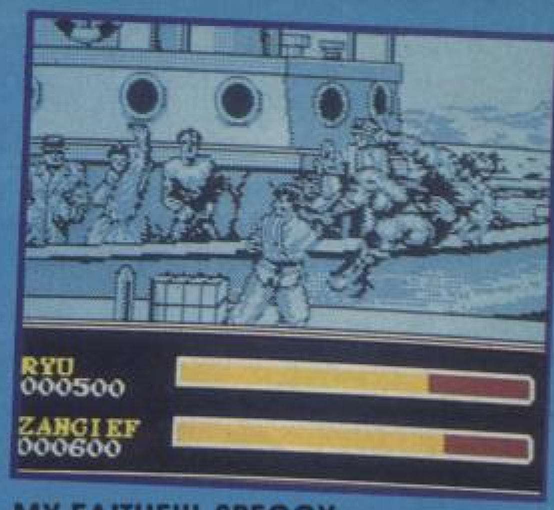
Alan... What sort of name is that for a magazine editor eh? Not that I'd know though - you see I don't hob nob with you city types and especially not with journalists, 'cos I'm a farmer - a real man! Anyway, what I want to know is, well, what is a computer? And can you grow them or what? They seem to be popular.
Tony Pointer, Norfolk.

Somehow I don't think so Tony. Stick to your roots.

BOB'S YOUR UNCLE

Dear Al', you look just like my long lost Uncle Bob. You see I'm a really happening dude, just like you (only more so) so you could be the one. If you are please let me know as I would like some freebies.
Mark Hackett 'Dark Jacket', Dublin, Eire.

I don't think so Mark.



MY FAITHFUL SPECCY

Dear Al' my Speccy has been around for longer than my little brother but he still doesn't give it any respect. I think I'm going to have to hit him of he doesn't desist from constantly mocking Julie (that's what I call my Speccy). Anyway the long and short of it is where can I get my hands on a copy of Street Fighter 2? My local shop doesn't stock it and I'm desperate.
Peter Parker, Picklesworth.

You're a really weird person Peter. I like the address though. Have you ever Picked A Peck Of Pickled Pepper I wonder? Anyway although I know that this isn't Suck Up For Software, and if it was you wouldn't stand a hope in hell of getting some, I'm going to send you my very own copy of Street Fighter 2 as a going away present. How's that for a nice guy eh? It's under one condition though... you mustn't hit your brother!

☆ STAR TURN ☆
Featuring Richard Chapman

UNLUCKY

Dear Suck Up, I am the most unlucky Spectrum owner in the universe...
Yours Sincerely, Mr. Sad Person

ALIEN

Fweeble weeble weeble strop strop - ah that's got our extremely complicated piece of intergalactic machinery working...
Yours Sincerely, Darth Vader

CONSOLE

Dear Suck Up, I've just invented a machine to get rid of every console owner in the entire universe...
Yours Sincerely, Mr. Einstien (Albert)

Y*** S******* HATER

Dear Suck Up, I can't stand it any more. Recently someone (who has just been disposed of) brought a Y*** S******* (I dread to say the name) within one mile of me...
Yours, hoping for destruction, Mr. YS Hater

SLOBBER

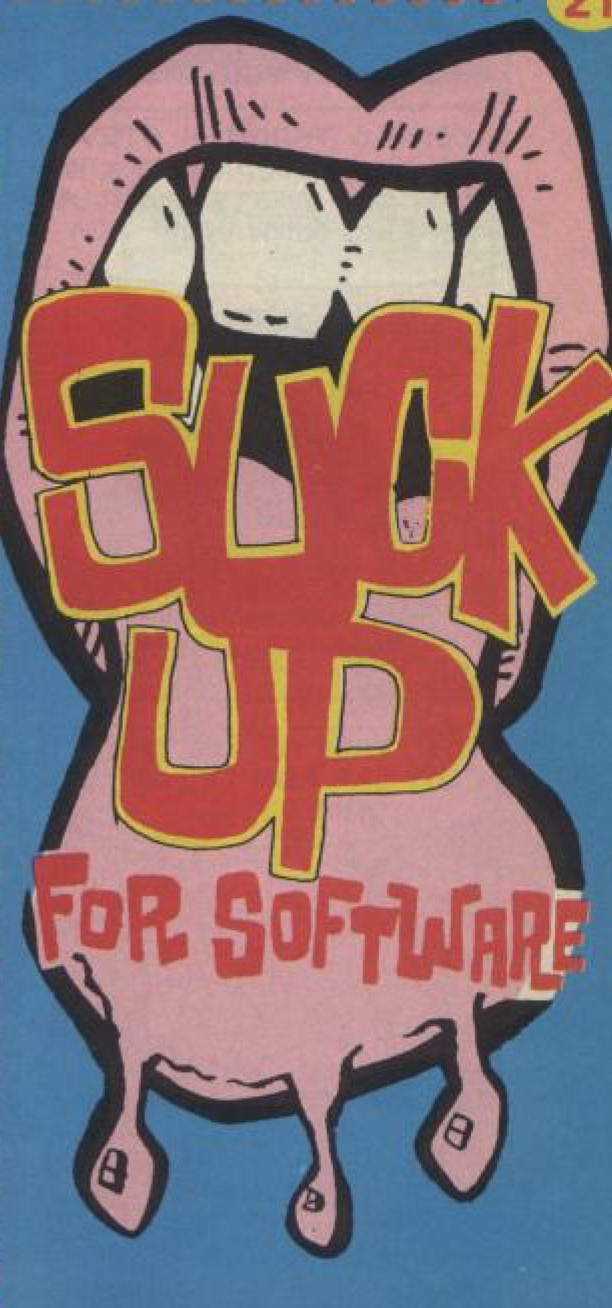
Dear Suck Up, Slobber slobber, dribble dribble, Shlurp, blub, blub, blibble, blibble, blob. No I'm not Gazza, I'm sucking up...
Yours Squelchingly, Slurpy The Slurper

BOOOOOOO!

Christmas has come and gone and like every other year my mother and father have told me that Father Christmas' sleigh has broken down again. They also forget when my birthday is so I never get any presents. My parents actually support CONSOLE owners!!...

Yours Depressingly, Richard Chapman, Ealing, London

- *Thank you Richard Chapman for what must have been a thousand or so Suck Up letters. This is just a small selection of introductions to those we got but they've clogged up our post box for long enough and driven the entire crew to distraction so please don't send any more. YES we will send you some games (though I'm afraid we're out of the ones you asked for). I don't think Ealing would forgive us if we didn't (though the post office will be a tad upset). Now go away, play the games, and for God's sake write some letters for Amnesty International - if they have the same effect on cruel foreign regimes as they've had on us you'll free a couple of thousand political prisoners a year.*



CAR CAPERS



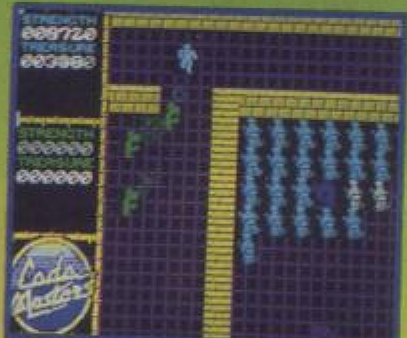
THIS IS HURRY WALKER, AT THE FAMOUS FARRINGDON LANE CIRCUIT FOR THIS SEASON'S FINAL GRAND PRIX RACE.
I'M HERE TOO!
JAMES SHUNT
I ♥ NIGE
IN POLE POSITION IS STEVE KEEN IN HIS TURBO-POWERED RACING CAR.
HI FANS!
1
TURBOSTEVE
BEHIND STEVE IS HIS MAIN RIVAL, BIG ALAN DYKES, SPONSORED BY CODEMASTERS.
GRELL AN FELLA
CJ
PUFF THE BEST
PLAYSTEG
BUY DIZZY
WE'RE JUST WAITING FOR THE GREEN LIGHT AND THEY'LL BE OFF.
VROOM VROOM
VROOM!
STOP CHILDREN
AND THERE THEY GO!
IS IT MY TURN TO SPEAK YET?
OUR ON-BOARD CAMERA SHOWS BIG AL STEERING HIS CAR PASS STEVE AND INTO FIRST PLACE!
THIS IS AMAZING! GARTH SUMPTER HAS PULLED IN FOR AN UNSCHEDULED PIT STOP AFTER JUST 10 METRES!
LOOKING THROUGH STEVE'S REAR-MOUNTED CAMERA WE CAN SEE YVETTE NICHOLS BEARING DOWN UPON HIM.
YVETTE 2
MEANWHILE, GARTH APPEARS TO BE SUFFERING FROM A SLIGHT TECHNICAL HITCH IN THE PITS.
NO PARKING
SORRY MATE, MORE THAN MY JOBS WORTH TO REMOVE IT.
MODERN RACING CARS RELY GREATLY ON COMPUTERS SO IT MUST BE REASSURING FOR BIG AL TO KNOW THAT HIS TEAM ARE USING A 128 K SPECTRUM TO CONTROL HIS VEHICLE.
I DO IT IN THE FAST LANE
NOW THEY'RE ON THE LAST LAP AND IT LOOKS LIKE ...
ALAN!
ALAN, WAKE UP! THE TRAFFIC LIGHT HAS TURNED GREEN. COME ON, OR WE'LL BE LATE FOR WORK.
ER... SORRY GARTH.
SAY... ISN'T THAT STEVE UP AHEAD? LET'S SEE IF WE CAN REACH S.U. TOWERS BEFORE HIM!
VROOMVROOOOOM!
PHIL ELLIOTT

GAME: Smash 16 Arcade Hits
LABEL: Codemasters
MEMORY: 48K/128K
TAPE: £3.99

SMASH 16



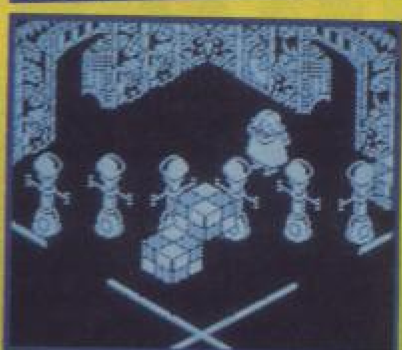
As programmers become more and more ambitious with their expectations of our beloved Speccy, it's nice to treat the old Sinclair to a bit of a break every now and then. Codemasters' Smash 16 package does just that. In fact it's a lot like an adventure holiday when all's said and done: A bit of climbing here, a spot of exploration there and some flying around in a MIG 29 fighter plane, battling it out with crackpot enemies elsewhere.





OK, so you won't find that last particular option this side of a Hoseasons holiday camp but the point is that Codemasters' arcade hits offers more variety than you'd care to wave an M16 at!

There's a long list of titles here, some of which you may already be familiar with. 'Sky High Stuntman' is typical of Codies' odd sense of humour, casting the player as a luckless, airborne stuntman trying to earn a living. The cameras roll as the player soars skyward to make the most exciting cinema possible. In the name of realism the merciless director has had all the aircraft equipped with real ammo! Should the stuntman make a fatal mistake the director shouts 'CUT' and the poor guy must start all over again.





Dangerous business is where you find it, though, and the pilot of the helicopter in 'KGB SUPER SPY' knew he was facing death the moment he took the controls. His mission? To rescue as many hostages as possible, blast the enemy away in time honoured tradition and reap the rewards (ie new bits and pieces for his trusty whirly-bird). And they criticise Al' for his long-time devotion to playing his bass!

Remaining air borne for a few more Russian moments (Codies really do like Ivan don't they), 'MIG29' must rank as one of the better titles available for the Spectrum, ridiculous budget price-tag or not. Screaming over a variety of landscapes in 'G-Loc' mode, in mortal combat with enemy fighter pilots, this is one exciting ride and it isn't easy!

The trials and tribulations endured to become a true Ninja Master are many. The potential Shadow Warrior must suffer years of aggravation if the ultimate goal is to be obtained. So, in order to release some of the pent-up frustrations built up over the years, the average Ninjitsu devotee might well venture forth on a 'Ninja Massacre'. Although this game is one of the least visually impressive of the bunch it still offers a few hours of shuriken shenanigans to keep avid beat-em-up fanatic going.

Of course the most revered masters of stealth in the world are our own SAS. In 'SAS Combat' the Code Masters have opted for an overhead perspective, much in the style of the classic Commando coin-op. The action here is much slower and not nearly as frantic but is a good excuse for an all out, Gung-Ho, budget blaster if ever there was one!

'Terra Cognita' is a bit of a strange one, at first it's difficult to understand just what the heck is going on but it looks good. 'Guardian Angel' is quite an adequate attempt at a Final Fight style beat-em-up; Kami Kaze, as the title suggests, is a shoot-em-up aimed at the terminally self-destructive amongst us as the fighter plane under control is required to dive bomb itself into various buildings to complete every mission.

The other titles, namely: 3D Starfighter, Arcade Flight, Ghost Hunters, Super G Man, Super Hero, Super Robin Hood and Operation Gunship are of similar quality to those mentioned in a touch more detail above. Are the words VALUE FOR MONEY passing through peoples' skulls yet? They should be! At a little over one sov per title there's no doubt that Codemasters' Smash 16 package is an offer most cannot afford to refuse unless, with such old games, you already have quite a lot of them!



Alan

Lorks! You can always rely on the Codemasters. These games represent a nice slice of history and if you're not familiar with them I'd say you're missing out on some great value fun for modest outlay. Nothing very modern but still far better than a poke in the eye, and no mistake!

Scores

OVERALL 81%
Paul Davis

Crivens! What can I say, apart from that this is a real barg peeps! It's winter time folks and, in case you don't already know, this means lots of dreary days spent indoors as the winds howl and the rains pour. I reckon you could while away sixteen Sundays, more than adequately with this lot!













Sorcere

Greetings, mortals. Regular readers may recall the name of Richard Pascoe, for he was mentioned in these pages a couple of months ago. Richard is the man who will try to attend to your every need in the field of second-hand Spectrum adventures, and lately I was fortunate enough to be able to put a few questions to him.

I started with the inevitable one. What was your first home computer and when did you acquire it?

Richard told me: 'My first "real" computer was a Sinclair ZX Spectrum +, which was a Christmas present way back in 1985. Although I did have an Atari 2600 console before then, the Spectrum gave me my first taste of computing.

So why did you acquire it?

'In 1985 I wanted a computer sometime in the near future. In the mid-80s the computer market was reaching its peak, and most of the people I knew had computers. My parents wanted me to have a Commodore 64, but to me the Spectrum was the better machine, and still is!'

What got you interested in adventure games?

'I started playing adventure games in 1988, because I felt I needed a new challenge, something that would tax my mind and not just my trigger finger!'

What was the first game that you enjoyed playing?

'Oh, The Big Sleaze by Delta 4! The game is great, full of humour. In my opinion Delta 4 wrote some of the best adventure games, and The Big Sleaze was their finest, though I've also liked Magnetic Moon and Starship Quest.'

Have you ever written any games of your own?

'Not yet! I'm currently writing an adventure using The Quill. It's an American detective adventure based in the 50s. The game came about from a short story I wrote this year.'



Witts End

WITT'S END

(More objects and their uses):

Grind the vial with the pestle and mortar. The iron bar can be used as a replacement for the missing rung on the ladder in the well. The planks are useless. The paper contains the code to open the safe. There is a switch inside the safe to turn off the laser beams. After inserting the pin into the console, search the scientist to find a dog whistle. The\ barrel carries you over the waterfall. Blow the dog whistle to shatter the spider's web. You can use the rope ladder to get to the bottom of the chasm but you won't learn anything except that you cant get back up again! The end.

THE LOST TEMPLE

(More objects and their uses):

Tie the creeper to the tree by the chasm so you can climb down. Examine the body to find a banana. The paddle is needed to paddle the canoe (surprise, surprise!). You have only just enough time to get back to the top of the cliff before the ledge gives way, so ignore the Inca coin. The canoe is good for just one more trip. Examine the pond to find some rocks. The rocks are very heavy and you need to drop everything else to carry them. Throw them into the stream to form stepping stones. Use the spade to dig at the bank of the stream to find a flint. Give the banana to the monkey. To be continued.

THE DEVIL'S HAND

(From the start):

S, fight troll, D, close trapdoor, E, get gold. Waken dwarf, dwarf follow, W, open trapdoor, W, NW, N. Get flask, climb wall, D, get rope, swim, E, push orc. D, get sword, exam crack, exam ogre, give gold. NW, N, N, N, E, fill flask, W, empty flask, get key, E, fill flask, W, N, exam hogshead. Empty flask, S, E, fill flask, W, N, NW, tie rope, dwarf stay, D, SW, get stone, NE, U... to be continued.

THE HOBBLE HUNTER

(From where we left off):

Get stone (a raven steals your lamp), E, SE (its night time), break stone (you have a temporary light), E, SE, W (back at the inn), dismount, say to Argo 'stay', enter inn. E (the hag offers you a lamp that will never go out). Get lamp, N, W, mount pony, say to Argo 'follow me'. E, NW, W, NW, W, W (ignore twig), dismount, say to Argo 'stay', N (you see a troll who wants a password), say big jobs. N (under a tree and a giant is approaching), U, get plank (the giant Wankle has arrived), drop lamp on Wankle (he runs away screaming), get apple, D, get lamp (if Mildu appears, input stab Mildu). S, S, mount pony, say to Argo 'follow me'. E, E, E, E, E, NE

ess



Business now. When and why did you set up your second-hand adventure idea?

'I was never going to buy/sell adventure software to begin with, just arcade titles. This was because of the second-hand adventure service operated by Gordon Inglis. I wrote to Gordon in '92, requesting an up-to-date list, and ending up buying all his remaining stock and taking over the running of his service. Hence, Secondhand Spectrum Software was born!'

So how does the idea work?

'If someone requires a stock list, they write, enclosing an SAE, asking for one or both of the lists that I produce (Adventure Related and/or Non-Adventure Related). If someone wants to sell their software, they write enclosing a list of their games. They must also enclose an SAE so I can send them a quote. If the list is acceptable, they send me the titles I quoted for, and I can dispatch a cheque for the agreed amount when I receive the software, All software must be in good condition and cassette based. When someone is looking for particular titles, they can send the details to me and I will inform them when/if the title comes into stock. No SAE is required for this service.'

It sounds interesting! So what would people gain by writing to you?

'People feel quite safe in the knowledge that I stock a large amount of Spectrum titles, Many of these titles are classics, and no longer available. The mid-80s produced some of the best Sinclair titles ever, but these are often impossible to obtain from normal sources. Many software titles are left to gather dust when finished with, so by operating this service other people can enjoy software they may have missed first time round. Hopefully this will encourage more people to keep their Spectrums.'

Finally, have you any plans for expanding your interest in adventures?

'Sometime in 1993 I hope to start up a software company. This company will probably sell adventure games, and certainly only Spectrum titles.'

That's it, so what are you waiting for? Oh, the address. Write to the Richard Pascoe at 127 Brampton Rd, Newton Farm, Hereford HR2 7DJ. Byeee!

(back at pit), dismount, say to Argo 'stay'. Drop plank in pit (you hear a dog barking), drop pie in pit, D, get wrinkle weed, U (leave pony and Argo)... to be continued.

THE LEGACY

(More objects and their uses):

Ignore the lady's hat because it doesn't suit you. When the brick in the bedroom is scraped clean it reveals the log-on code. After hooking the ring with the pole, the extension ladder enables you to climb through the trapdoor to the attic. Search the attic and find the very valuable stamps. The computer disc must be inserted into the computer in the private study after logging on, and then enter the safe opening code. The coins are in he box in the safe and are very valuable. The paper is attached to the box of coins and read it for instructions. Use the telephone to order the taxi to take you back to the lawyers office... the end.

SINBAD AND THE GOLDEN SHIP

(From where we left off):

E, S, S, E, E (edge of chasm), E, E, wipe (you reveal a stone door), W, W, E, D (you now meet the ogre but quickly get away from him before he kills you), W, W, D, E (the ogre and the bell fall down the chasm, and the bell also kills the sea serpent),. Open door , E, E, swim E, swim E, climb up (you now meet the evil djinn), give gems to djinn, and that marks the end!

OPERATION TURTLE

(From where we left off):

Help, press 1019, N, W, N, N, N, E, E, open door, N, get torch. S, W, W, switch on torch, D, N, N, open red (you see directions to get through Beach Minefield). S, open blue, enter, talk to man, say Pierre ('You must go immediately. Rendezvous with Pierre at the cross on the hill'). S, S, U, switch off torch, E, E, S, open cupboard (large key), open window, E, N, open manhole, switch on torch, D, NE, W, switch off torch, NE, N, N, N, NW, E, N, open hut, enter hut, get paper, read paper (9 Adams, you are given rest later).Leave, S, W, W, NW, W, N, N, W, W, W, N, U (landing). Enter red, talk to Cmrl, say Pierre ('You must go to the SS. Pierre is blown'). Leave, enter blue, get uniform, wear uniform, leave, D, S, S, W... to be continued.

THE CUP

(From where we left off):

Get can and examine it. Shake can. Spray fur. Drop can, get belt and examine it, wear belt. Get dice, get scroll and examine it (if not able to carry things, put them in the sack - if theyll fit!). You can do this while you are carrying the sack or when it is on the ground. N, SE, S, E, E, S, examine reaper, get scythe. W, W, U... to be continued.

Sorceress

Getting you Started

THE ENCHANTED COTTAGE

(From the start):

Read book (it tells you what spells you will need to use), examine cube, read label, press red side, press green side, press white side, press yellow side (three spinning discs appear). Examine discs, jump on green disc, W, W, in, examine boat, examine bag. Row boat, put oar in bag, out, S, E, NE, D, N, (you meet a nasty troll coming the other way). Hide in bag (wait until the troll falls in the pool). N, E, in, get moss, out, W, S, S, U, SW, W, S, U, examine goat, feed goat, get trumpet, examine trumpet, put trumpet in bag, U, in, examine guide, out, S, D, D, N, N, in, get oar, row boat, out, put oar in bag, E, E, NE (now back at cottage).

FORTRESS OF KELLER

(From the start):

Help, open sesame, SE, S, get dagger. N, E, E, examine jacket, get thin key, N, give dagger, get bowl. S, W, W, NW, SW, S, examine cauldron, R, get oil. N, W, W, N, E, get ladder, W, S, drop ladder. Up ladder, get lantern, fill lantern, light lantern, drop bowl, drop tinderbox. E, NE, W, get holy, W, find mustard, get mustard. E, E, SW, W, NE, SE, E, NW, N, N, sprinkle holy, N, examine food, get pickles. S, S, S, SE, W, NW, SW, W, W, N, N, N, SE, E. Get sword, E, find wood, S, examine letter. R, W, SW, examine desk, open drawer, get ornate key. SE, E, kill humanoid, drop sword, R, get gold key, E, wind clock. W, W, find cinnamon, W, W, S, E, E, NE, N.

Letters



Brenda Hackett, and old friend from north of the border in Aberdeen, writes: In Stalker (I thought it would be something to do with the police!), I'm having a problem in seeing where I'm going. What I need is a source of light, and although I've searched everywhere (I think!), I can't find any lamps or torches or anything. Is there some other object in this game which could be used as a light source?

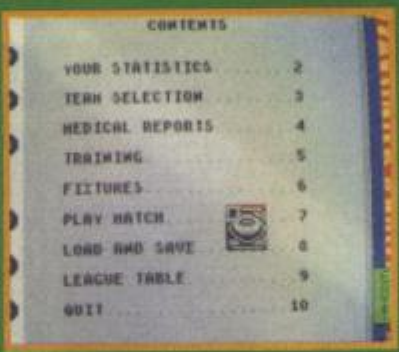
* *There is indeed, Brenda, and it's a parachute. Not that parachutes are normally a source of light, but still... What you need to do is dip the material that the parachute is made of into the barrel of fuel (opening the barrel first, naturally), and then tie the sodden material to the branch in order to make a torch. Now be very careful before you carry out the next part! To light the torch, you can strike a flint on a boulder in Crawler's Cave, but make sure the barrel is closed first, otherwise you could be in deep, deep trouble...*

Peter Simpson, still residing in the NW9 area of London, writes: Towards the end of the enjoyable game Beneath Folly, how on Earth are you supposed to map the Water Maze (with great difficulty Peter, with great difficulty). Every time I drop something I just lose it! Trial and error doesn't seem to work either, so can you tell me the route through?

* *Yes, and this is how to find the route through. Don't step into the maze, or go west immediately if you have, then enter the following: Examine circle, enter circle, enter door, think chalk (does recognition dawn now? Use the chalk for writing perhaps? Very good, very good). Get chalk. Think oars, get oars (you cannot recreate the boat because it's still in another part of the game). N, N, N (in the rocky passage), N (ooh, a silent chamber with another pentagram), examine pentagram (there's a demon a-comin'!). Examine demon (oh, it's Okak, the demon of silence and harmony). Say hello, blow tibia, examine pentagram, E, get boat, W, S, S, E, E, E (shallows, and we'll reach the maze soon, don't worry). Launch boat (I hope it's here for you, get it if not). Enter boat, row boat, throw hook, E, (Dread Cave), E, jump, E, E, E (aha! The maze is back!). Chalk wall (you see a cross), S, chalk wall (you see a circle), W, chalk wall (you see a rune), and so on, Master Simpson, so you can work the rest out for yourself!*

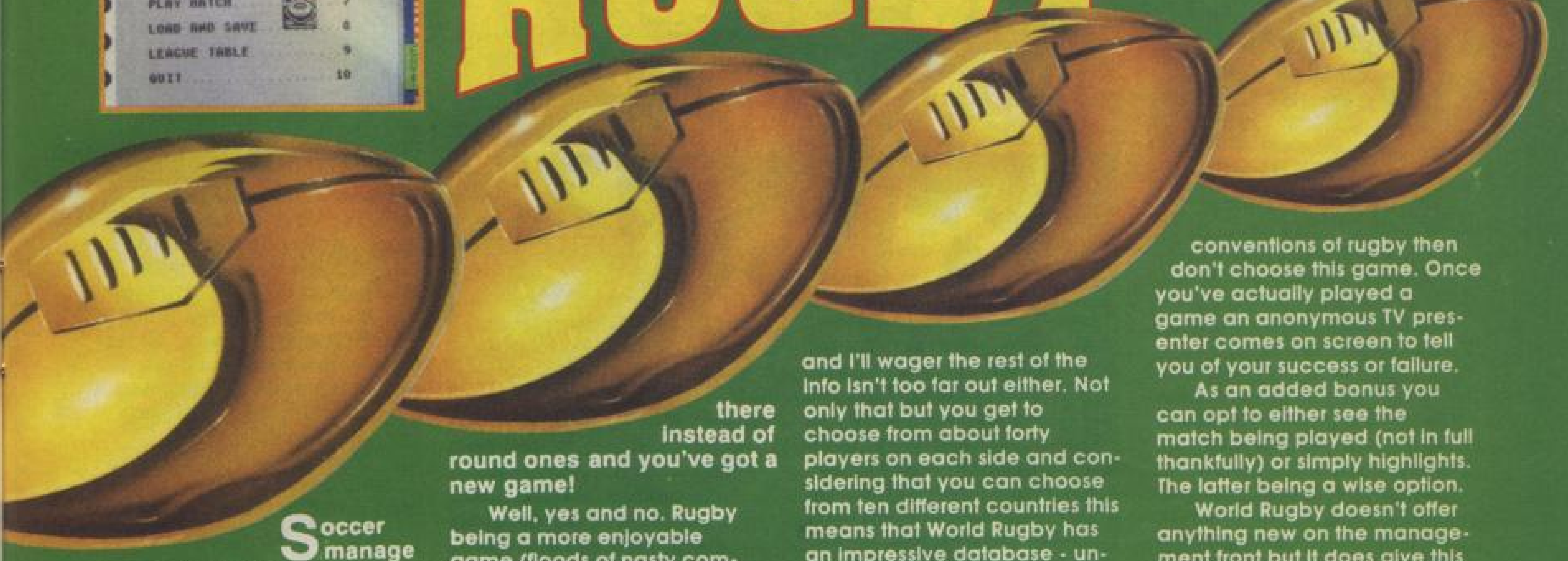
Tom Sullivan from Dover writes: I've been journeying around the Axe of Kolt lately. A dwarf has warned me about some woodsmen, and Im rather anxious to deal with them without getting myself killed. Any ideas?

* *Plenty, actually (I've only quoted the relevant bit from the letter, I'm not a psychic!). What you need to do is arm yourself with a catapult, so between the house and a small shed you'll find a line with a a pair of knickers on it. Tear the elastic free and tie it to a Y-shaped piece of wood that you will find in the shed after you have closed the door. You'll find some small stones outside, so have a practice shot before going to the woodman. Then fire at the men, who accuse each other of throwing the stone. They quarrel, the victor stomps off with his deer and the other falls to the ground. Examine him, and carry on from there...*



WORLD RUGBY

GAME: World Rugby
LABEL: Zeppelin
MEMORY: 48K/128K
TAPE: £3.99



Soccer management simulations are the bane of my life. They're usually all the same and unless you're a complete fanatic with a train spotter's addiction to numbers and detail they are highly forgettable. And now rugby. I suppose rugby isn't as worn out a theme as the soccer manager but surely the idea's exactly the same - just put oval ball terminology and player names in there instead of round ones and you've got a new game!

Well, yes and no. Rugby being a more enjoyable game (floods of nasty complaining letters will arrive, I know) this management sim did actually grab my attention for a while.

World Rugby is basically an unofficial Rugby World cup game where you (yawn) manage a national side to the top using your skills as a coach and trainer. Actually all the sides re-created in this game are surprisingly well documented and accurate. The names and positions look right and I'll wager the rest of the info isn't too far out either. Not only that but you get to choose from about forty players on each side and considering that you can choose from ten different countries this means that World Rugby has an impressive database - unlike Graeme Souness Soccer Manager. (Though I did notice that some famous soccer players had switched sports!)

Each player is measured in terms of skill, speed, kicking, tackling and stamina. Weight and height measurements are also given. This info is presented using pie charts and you select a side based on it. You can really choose anyone for any position so if you're useless at the rules and conventions of rugby then don't choose this game. Once you've actually played a game an anonymous TV presenter comes on screen to tell you of your success or failure.

As an added bonus you can opt to either see the match being played (not in full thankfully) or simply highlights. The latter being a wise option.

World Rugby doesn't offer anything new on the management front but it does give this jaded game formula a small facelift using a Rugby scenario. In general the graphics are of a good standard with amusing match highlights and easy to follow menus. It's quite difficult to put together a good team and even more difficult to get to the top so fans of Rugby and management games will be well satisfied. However if you don't fall into either of these categories then stay well away.









Garth

Well done Zeppelin, they've produced a couple of good simulations in the last year or so with Match Of The Day, Graeme Souness and now World Rugby. For simulation and rugger boffins only though.

ODD BALLS & STRANGE POSITIONS

Rugby is a game of two halves too you know! Not only do players play with horribly deformed balls, oval instead of round but they have very oddly named positions too. Here's a quick run down of the more interesting and their role.

PROP: Big guy who chews other people's ears, downs more pints than anyone else and 'props' up the bar after a match. Always has his arm around a hooker.

HOOKER: Throws balls in at line outs, throws up on the club steps and 'Hooks' balls in scrum. Their notoriously bad eyesight usually means that more than one ball gets 'hooked'.

SECOND ROW: The tall guy. Usually referred to as Lanky, or 'jump you stupid idiot'. Second rows jump to grab high balls in the line out and put their arms in between props' legs.

NUMBER EIGHT: The dashing chap. Has an IQ three thousand times the size of a second row and an ego to match. Usually infuriates scrum halves by holding onto the ball in the scrum.

SCRUM HALF: The fall guy. Known as a scrum half because he's half the size of anyone else at the scrum. His goals in life are to put the ball in, take the ball out and get a hammering.

scores

GRAPHICS	83
SOUND	31
PLAYABILITY	78
LASTABILITY	80

To be honest I'm sick to death of management sims but this one is bearable because of the relative accuracy of the teams and the amount of choice in the options. It's also Rugby. We really don't need another soccer sim.



GAME: Bully's Sporting Darts
MEMORY: 48K/128K

LABEL: Alternative Software
TAPE: £3.99

Bully's SPORTING DARTS







Super, smashing, lovely, great. Take your time and listen to Tony because it's time to tuck into a prime bit of bully on the Speccy. Yep that's right, Bully, the prestigious Taurian and famed celebrity superstar of top TV gameshow, Bullseye, has arrived in a blaze of darts. However, if you're a fan of either Jim Bowen (you sad person) or the show, you may be a tad disappointed because both are nowhere to be seen. In fact, this isn't even a normal game of darts. It's Bully's Sporting Darts.

Allowing one person to play against the computer, or a number of players to compete against each other, Bully's Sporting Darts features seven different games of dartboard-related action. For the traditional darts enthusiast, there are two standards in the form of 501 and Round The Clock.

501, the most popular game, requires each player to reduce their original score of 501 to zero by the value of each throw. With Round The Clock, a player must hit each number on the board in turn, starting at one and ending with a bullseye. Good old-fashioned darts, but wait, that's not all, as the title suggests, sports is the name of this game.

Ever tried playing football, golf or tennis on a dartboard? How about snooker or even cricket? If no is the answer, and you think it all a bit ridiculous then look no further. It is. Let's take Football as an example. Only the top half of the board is used for this game. Each segment at either end of the board is a goal and the twenty segment is the centre line. Each player takes it in turn to hit the highlighted section of the board, which at the beginning, is the twenty segment. If a player aims correctly, the highlighted section moves closer to the opposition's goal area - once within the goal area, a player must hit the bullseye to score a goal.

All of the various games use this kind of strange rule system to produce a darts version of these classic sports. For example, in snooker the numbers one to 15 on the board represent the red balls, with 16 to 20 signifying the colours and the bull representing the black ball.

Scoring is achieved in an identical way to a normal game of snooker. A red ball must be potted and then a colour. Each time a red is potted, the relevant segment is removed from the board. When all the reds have been potted, the colours must be then potted in order, finishing with the bullseye or the black ball. It probably sounds confusing, but the layout is simple and user friendly, highlighting the important segments and removing sections of the board not in use. This, coupled with the on-screen instructions soon allow you to get to grips with the routine.

The control method is particularly strange. Using a joystick, the throwing hand can be moved around the screen and the fire button releases the dart. This would be oh so simple but, true to darts' origin as a pub game, the controlling hand has obviously been lifting a few too many pints and it weaves its way around the screen an unpredictable, drunken fashion. It really takes some struggling with the controls to aim anywhere near the correct area, but with continued practice accurate shots can be executed.

The complex sporting theme of the game is quite interesting, but it doesn't really make the game anymore exciting than a normal darts bash (yawn). As far as computer darts games go, Bully's Sporting Darts is quite good and the control method works well, but any real darts enthusiast would surely be much more inclined to play the real thing on the back of their bedroom door instead of on their Speccy.







Steve

What a load of old cattle turd. In my opinion Jocky Wilson's Darts is a lot better, if there can be such a thing where computer darts sims are concerned. It may well be one of the country's top pub sports but I think it should stay there.

scores

GRAPHICS	67
SOUND	43
PLAYABILITY	62
LASTABILITY	21

OVERALL 57%

Tom Guise

As far as computer darts games go, Bully fits the bill as well as any other one has in the past. The real problem is that it's not enough to keep you interested for any length of time. All those options ultimately do nothing for lastability and I'd sooner play the real thing.

R.B.I. TWO BASEBALL

GAME: RBI Baseball

LABEL: Hit Squad

MEMORY: 48K/128K

TAPE: £3.99

scores

GRAPHICS	94
SOUND	57
PLAYABILITY	89
LASTABILITY	90

OVERALL 92%

Big Al Dyeks

This is a very high quality piece of software. There are several things happening on screen simultaneously, in separate boxes and it's all fast and clear. RBI has always been one of my favourite Sports sims on the Spectrum and is simply unmissable at this price.



Steve

I remember RBI when Domark first launched it two years ago. It really impressed me then but at this price it simply has to be bought, especially if you're a fan of baseball. Remember to get a rule book if you're not though.

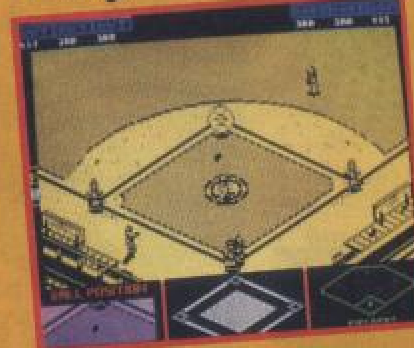
Originally released by Domark two years ago RBI is, without a shadow of doubt, the best baseball sim available. Ok, maybe baseball isn't as popular over here as it is in America but then they don't understand cricket, do they?

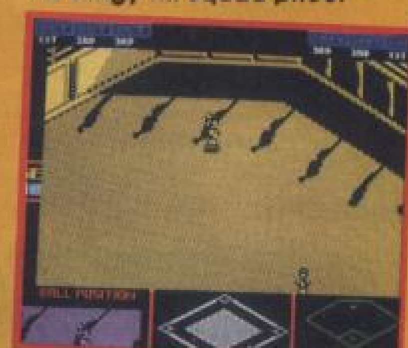
RBI is beautiful to look at and just as beautiful to play. Baseball can be confusing so it's a good idea to have a rule book to hand but the concept of the game is relatively simple and once you get the hang of all the statistics and the jargon you'll really start to enjoy this game.

You can select any baseball team from across the USA and compete in single games or a world series against the computer or a human opponent. Two player mode is actually great fun. Once you've chosen your team you must then select your pitchers and the line up of the rest. The game is really simple enough, someone pitches the ball and another guy hits it, but as you scramble about for outfield balls and try to knock out the batsmen with expert throws this game becomes very absorbing.

Excellent graphics and excellent gameplay mark RBI as a very worthy sports simulation. Well worth pitching for at this stingy Hit Squad price.







29

TERMINATOR 2
JUDGMENT DAY

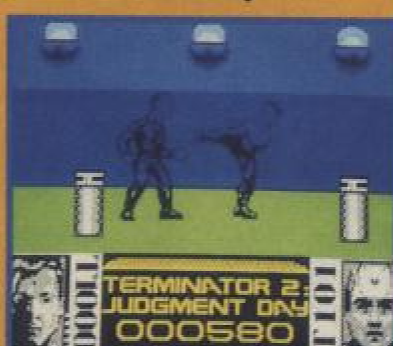
GAME: Terminator 2: Judgement Day

MEMORY:128K Only

LABEL: Ocean

TAPE: £3.99









The movie was an all time classic and when we saw the original screen shots of the game we thought that it looked pretty darn spanky too. Could it all have been a case of judging the book by its cover though? (You know the old saying... we're very superstitious around here!)

Well partly, yes and no. The graphics looked excellent and it certainly didn't look as though it was going to be just another platformer.

The game roughly follows the plot of the film - which is more than I can say for most platform licences. The first of seven levels involves the T101 (you) versus the T1000 in a beat 'em up bout. You then continue on into an obstacle beating race against time in a storm gully, mounted on a Harley Davidson. Two puzzles, some more boxing action and some shoot 'em up van racing antics round things off.

The graphics and animation are very well executed and there are some lovely digitised Terminator images in the intro sequences.

The problem with T2 lies in its playability - or rather lack of it. The puzzles are ok, the chase scenes are basic but good enough fun but the one on one fighting scenes are rather boring and slow. T2 is a good looking curiosity game but that's really all.

scores

GRAPHICS	89
SOUND	50
PLAYABILITY	78
LASTABILITY	72

OVERALL 79%

Tony Kaye

Terminator 2 looks like a good idea but unfortunately fails rather miserably in practice. The graphics are good enough but the gameplay is about as inspiring as Geremy Beadle's beard, even if it is a bit longer. More a curiosity than an essential buy.



Garth

I've never really liked this game. The sprites are big and good looking on the fighting levels but elsewhere they are just mediocre. Unfortunately the gameplay isn't up to much either and the whole game, though sounding good, falls down at every hurdle.

COIN OPS

Crikey! Mad, Rad, dude, Ed Laurence returns this month with even more Arcade action than any-one has ever dared to bring you before. Even good old Gary Harrod wasn't this quick off the mark! Still, the pierced one has to be quick, 'cos the EC agriculture commission are hot on his trail after discovering that the cheesey bits between his toes aren't past urised. This man doesn't keep a diary - he keeps a dairy!



VIEWPOINT

Not content with bringing out that fine title they call Fatal Fury 2, SNK have gone for the double whammy this spring by bringing out another stunning game. 'Viewpoint' is the name, and yes, it's a shoot 'em up. However, the name gives a mighty hint as to why it differs so greatly from other games in the genre.

Viewpoint has an isometric view, so the action progresses diagonally up the screen and to the right, an idea not really explored since Zaxxon all those millions of years ago. Mind you, that's not all that makes Viewpoint so different. The graphics are absolutely flipping amazing for starters. All the enemies and backgrounds are sprites which have been converted to look like polygons, giving everything a chunky 3D look, although there's much more detail than is possible with polygons.

A lot of imagination has been used too, just check out the enor mous mecha-lobster, or the ultra-rock four- faced skull demon death dealer!

It's not all blasting, either. A lot of the challenge is contained in the sheer amount of dodging there is to be done. Doors slam shut, giant fish leap from rivers, the very ground beneath your ship spews forth unexpectedly. This of course isn't really what you need whilst trying to take on a squadron of aliens, but that's life I'm afraid.

The whole thing is made still harder by the total absence of power-ups in the game. Your ship can carry a maximum of three smart bombs at a time and there are no other ways to supplement your machine gun.

Viewpoint is a fast moving, stunningly impressive and highly challenging game which could be destined to become shoot 'em up of the year.

ADDICT FACTOR 96

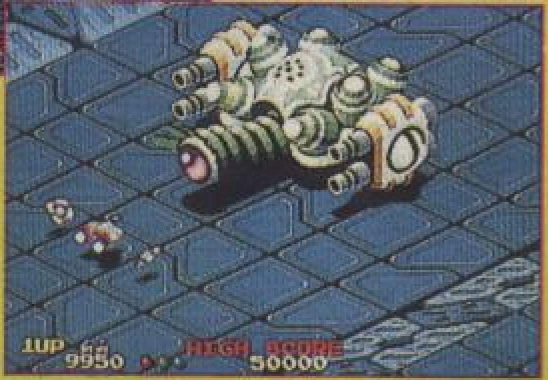


















MORTAL KOMBAT

Streetfighter 2 clones are certainly all the rage in the arcades at the moment, and now another one joins the ranks, hoping to outdo the most popular video game ever. Mortal Kombat is the story of Chop Socky Joe, a would-be Ninja master. It is his chosen goal in life to be the ultimate fighting machine ever. To achieve this end, and prove to everyone just how blinking skill he is he's organised a tournament featuring the greatest names in the world of kicking people's heads in needlessly.Joe's strange reasoning is that should he beat all of the combatants in turn he'll be proclaimed as the hardest man ever.

A long series of heats were drawn up to decide who would be worthy of a place amongst the chosen few selected to take on the might of Chop Socky Joe. Sadly, Joe himself was killed whilst taking part in the first round against Mauler 'Rampaging Pit Bull' Death. Still, curiosity asroused, the rest of the group are set on deciding just who is the hardest of them all.

You play one lucky hopeful who has to fight his way past ten other lucky hopefuls to prove that, yes, you are the rockest chap in the world. You may select your character from a choice of eight, each with their own strengths, weaknesses and special moves. But once you look at said fighters you'll realise the major difference between this and Streetfighter 2. Yes, that's right, they're all farmyard animals. No, not really, in fact they're all digitised graphics of real actual honest-to-goodness fighters (or cheap shakey actors as the case may be), just like in Pitfighter, only even clearer.

The fighters range from an ice warrior ninja who has the power to freeze people whilst he attacks them, and a woman acrobat who has some strange ideas about throwing, to a really mean cyborg with a nifty rolling attack and a scorpion man with hey, surprise, surprise, a poison tail attack. There's also yer average Streetfighter Ryu clone with his complement of Dragon punches, fireballs and a quite nice looking stop-motion kick which leaves after images all over the screen!

On top of all this, every character also has a special Death Move. These may only be activated when your opponents energy bar is fully depleted without them being totally knocked unconscious (which is pretty tricky and requires some precision). A message then flashes up on screen and you have a very limited time in which to pull off the manoeuvre. However, the results are quite spectacular and result in grisly scenes such as heads being ripped right off and shown off by the victor, the loser being flung miles up into the air to come crashing back down onto a bed of spikes.

However, individual arcade owners will be the judge of how much gore you get to see as there is a crankable Gore Switch inside the machine!

Mortal Kombat is, it must be said, a pretty pale imitation of Streetfighter 2. Alright, the graphics are fairly spectacular when you first set eyes on them, but the action is pretty stiff, the result of real people trying to pull off superhuman moves. The whole thing moves at a pretty crawly speed and there just aren't enough special moves to go 'round. Not only this, but there's also no real scope for tactical play or discovering zillions of special strategies.

The Death Moves are a pretty cheap marketing ploy as they have no real effect on the game - just a regular punch or even standing still for a couple of seconds finishes off opponents on whom the Death Move is performable. Try looking for Fatal Fury 2 if you fancy a crack at something new but Streetfighter-esque.

ADDICT FACTOR 69





SNK return to pillage the Streetfighter 2 legend with this sequel to their ages old and not-really-all-that-bad scrapping game. The Bogard brothers return again, but this time there's no stupid inconsequential avenging-their-father nonsense to get in the way of the real payola at the heart of the streetfighting circuit.

This time 'round Andy and Terry Bogard (for it is they) are joined by a host of new fighters, most with unpronounceable Japanese names. Any one of these characters may be entered into the tournament, although, like the original Streetfighter 2, there are four unselectable bosses at the end of the game.

Like Streetfighter 2 it is possible for two players to participate at once, and this is where Fatal Fury 2 differs in a big way from its predecessor. Instead of the previous system whereby each player took it in turn to play against a computer opponent and then fought each other, double players in Fatal Fury 2 are pitted straight into a head to head battle. This works out to be a bit of a dead loss in practice though. The original way might have been a bit confusing but at least it allowed two players a fair crack at the title. Still, at least there's all those new characters to contemplate.

The original three combatants, Terry and Andy and their kick-boxing chum all remain intact, along with Great Bear - a huge Australian wrestler, a portly Tai Chi specialist, a woman who manages to out Chun Li Chun Li, an old but spritely karate master, and a young kung-fu master with a penchant for aerial combat. Each character has a selection of special moves which make them unique and provide scope for varied combat technique.

Some of these moves are very similar to those found in a certain other one-on-one beat 'em up, whereas others have a more bizarre heritage, like the Deadly Ninja Bees move performed by the deadly ninja bee woman. All these are performed using combinations of joystick directions and button presses, a la Streetfighter, and the more dangerous the move, the more difficult it is to perform. Great Bear's energy sapping running charge requires relatively simple joystick movements, but before charging he takes a sprint start and shouts 'Ready!', ruining the element of surprise (silly git).

At first glance Fatal Fury 2 seems like any other Streetfighter clone, but, whilst it's not quite a 'Fighter beater, it's actually a top notch beat 'em up. A fast paced game, although not quite up to the speed or fluidity of Streetfighter, there are hordes of special moves, far more than in the Capcom game. Also, the scope is there for secret strategies and special tactics, allowing players with enough experience to pull off strings of deadly moves which your opponent has little or no chance of blocking.

Despite these good aspects Fatal Fury 2 does slip up on a couple of points: It doesn't quite match the pace of SF2, and although this isn't a major criticism, long-time Streetfighter players will find it does take a while to get used to the new, slower though by no means sedate, speed. The other criticism is that it really is a little too close to Streetfighter 2. If imitation is the sincerest form of flattery, SNK must think Capcom are really great.

When all's said and done though Fatal Fury 2 is a top quality effort which is well worth a couple of plays.

ADDICT FACTOR 91

WATCH IT!



Designer watch makers, like Swatch, are in for a bit of stiff competition from the makers of these tasteful time pieces. Chrono have been making quality wrist watches for years, but now they've decided to snatch up a small section of the youth market with these outrageously coloured watches. They'll look great all year round and even if you're an arm-chair athlete or a Sebastian Co they'll make you look like a real Linford.

Price: £29.99

CHE
O U

This month Mr. Checkout had sucia b blowing parachutists around SUow hardly had time to do anyting Steve Keen, he jusdoe



SAY IT LOUD!

Last month it was headphones and this month it's speakers. You'll have to go a long way to find any as elegant as these ones, mind. These mini marvels have been specially designed by Aiwa to plug into your portable personal cassette player when it's stationary, delivering top quality stereo sounds. (Well, we can't get them back off Garth since they came into the office so they must be good!)

Price: £29.99



HANG ABOUT?

Price: £19.99

Strangest toys of the month are these hover guns and ballooners!(??) The idea of the game is to direct your man, suspended from a balloon, into a bucket placed on one side of the room - by blowing him in the direction with one of two fan assisted guns! The first person to get their dude in wins! That's not all though, as a separate piece of apparatus holds six balls on a blade that can be picked up with the balloon men's feet and dropped in the respective buckets as well. You'll get hours of hysterical fun from this game, so hunt out a set for your next party now!

VIDE

SAMANTHA



She's pretty, she's witty, she's totally weird! Her name's Samantha and at the age of 21 she's the oddest oddball you could ever meet! She's tried everything under the sun, attempted to fly like Superman, escape like Houdini and learnt to play the violin like a maestro. Although she thinks she knows it all, she's wrong, because just after reaching adulthood she finds out that Walter and Marylin Stigg, the parents who raised her, are not her natural parents at all and she's really adopted! Sam's life turns upside down and she decides that although she's got next to nothing to go on, and no real information about her natural parents at all, she's going to find them. The crazy chick thinks that she must be related to Mozart, Schubert or Beethoven and takes on a whole set of new identities.

But it's not until her boyfriend is seduced and stolen by the stunning Elaine that the fire- works really begin to fly. Sam electrocutes goldfish in Holy water, flies out of trees and even plans her own suicide to surprise guests at her 21st birthday party! Unfortunately this is a cheap film that relies on cheap jokes, don't be fooled by the apparent 'craziness' of it all. You'll find more originality on Paul Daniel's Christmas special than on this tape! Avoid like the plague!

1

Price: £12.99

LETHAL WEAPON 3

Fasten your seat-belts as those unbeatable detectives Riggs (Mel Gibson) and Murtaugh (Danny Glover) take you on another joyride of exhilarating mayhem in the name of law and order! Unwillingly (and unwittingly!) reunited with their former sidekick, Leo Getz (Joe Pesci), the two battle-scarred cops find themselves on the trail of a stockpile of illegal firearms stolen from a police lock-up! At the same time they are forced to pit their wits against tough (and extremely attractive - hubba, hubba) Internal Affairs Agent Lorna Cole who gives Riggs more than a run for his money, both on the job and after hours (lucky old Mel). She's the girl he's always wanted; tough, independent, beautiful and with a right hook that could stop a charging rhino! The two quickly fall in lust with their mutual affinity for violence and body scars and prepare the movie for tons of thrills and spills. Danger, romance, humour and non-stop action... If you liked the first two then this is more of the same. There's not a lot of intellectualism, but love 'em or loath 'em the guys are back!

Price: £12.99

5

ECK
U . T

…ucha brilliant time looking at videos and …U Towers with mini hair driers that he …ything else. What a cushy life eh? That …ust doesn't know how lucky he is!



RING MY BELL

This is one monster of a time piece. Not only does it keep track of the hour so that you'll never miss the omnibus edition of Eastenders, but it'll wake you up in novel style too. After setting the alarm and waiting for it to go off, when it does, the reels on the fruit machine clatter 'round spinning for a jackpot. Instead of one button to press for the noise to stop there are three and unless you get a winning line the sound just gets louder and louder! What a way to face a Monday morning!

Price: £15.99

DOUBLE VISION

We've seen it all now! It was only a matter of time before someone brought out a pair of television glasses and any sane person's money had to be on SONY. We've cheated a little here as these amazing 'goggle boxes' aren't available in this country yet and are only just going on sale in Japan, so you'll probably have to wait a couple of years before you can get your hands on them. Honestly, you'd think they had enough problems with their eyesight already!

Price: £TBA





SOCK IT TO 'EM

Even more mini games! Where do we get them all from? It's definitely not from Big Al's basket basement, that's for sure! This miniaturised Football Stadium table is enough to entertain the youngest or oldest of sportsters. There are six players on each team all of whom are controllable including the goalie, a score board and spare balls in case someone has a tantrum and throws one away after losing. Each of the players in the teams are equally spread around the pitch and has his own ground to run up and down, directing all the action at the opposition's goals. Fasted paced stuff!

Price: £17.99

DEOS



CHRISTMAS IN CONNECTICUT

Dyan Cannon is Elizabeth Blane, a popular TV personality whose weekly series on cooking, marriage and motherhood is broadcast from her family home in .. you guessed it Connecticut. But in fact Elizabeth Blane is single , can't cook and lives in New York City! Kris Kristofferson is Jefferson Jones, a Colorado office ranger whose home burns to the ground while he's out rescuing a young boy lost in a blizzard and his only surviving possession is a copy of Elizabeth's latest cookbook! So, when ratings-hungry producer Alexander Yardley (Tony Curtis!) sees news coverage of Jones's heroic deed, he talks the network into a live Christmas show with America's hottest hostess inviting America's handsome hero to dinner. But come showtime there's chaos in the air as her fake family try to fool millions of viewers!

This was big Arnie Schwarzenegger's directorial debut and it's not bad for the Austrian Oak's first time out! The scenes are very well shot and the acting just about okay. It's the script that lets the whole team down. Not enough big laughs and too much free-wheeling on the backs of famous faces. Not bad, as the saying goes, just not great! A real 'family around the TV' movie.

3

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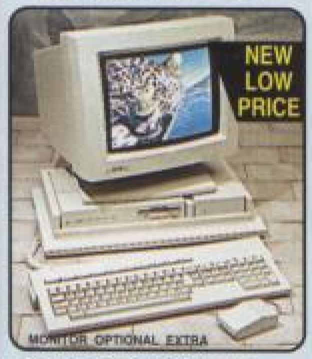
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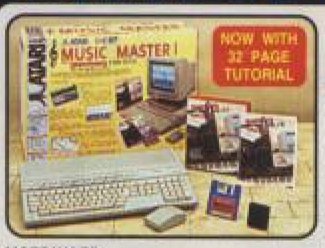
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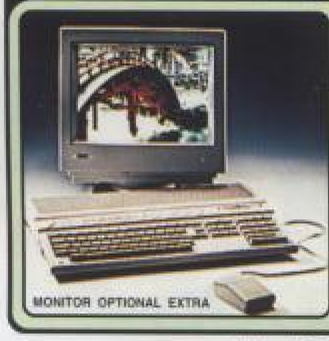
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